

No duff disks!

THE ALTERNATIVE AMIGA GAMES MAG  
PACKED WITH BUDGET REVIEWS & TIPS!

# amiga

## FORCE COMBAT AIR PATROL

RIP-ROARING SHOOT-  
'EM-UP OR SERIOUS  
SIMULATION? FIND  
OUT INSIDE!

PINBALL  
WIZARD!  
EXCLUSIVE  
EIGHT PAGE  
PULL-OUT!

WIN A  
CD-32  
CONSOLE!



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Inside: FORCE NINE MAIL ■ PD ROUND-UP ■ LOOM TIPS ■  
■ HOT AMIGA NEWS ■ CUT-OUT 'N' CHEAT SPECIAL!

# 100% AWAY

Pick up someone else's litter

Send your mom some flowers

Stamp right down to your underwear

Go for a run around the block

Take your radio to Ross, and pull the knobs off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the disco electric

Plant a tree

Please someone you love

Learn a second language

Buy and see Ryan Giggs

Get your apple pierced

Play basketball in the street

Give £100 to a dozen and eat

Make a statement

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Order an empty shop and leave it outside your house for a week

Learn something new every day

Help someone today

Throw away your watch

Laugh

Wear a wig

Take a picture of your bank

Make everyone at work a cup of tea

Run up a diamond ring in a

Go for a day without speaking

Buy a book on...Jeff Koons

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Store all the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Thank people

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Run up a diamond ring in a

Fake a friend and tell them

Run up a diamond ring in a

Get up your seat on the take every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you've never been on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Janice E.'s next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a gallerian

Spend an hour in a place of worship

Send someone a telegram

Put your cake in the kitchen

Go to a museum

Green to your partner under a full moon

Be a hog at parties

Dance in the front garden

Share your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toenails

Take your granite to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Memorize a Wendy Atkin joke

Tell the truth for a day

Scare

Help a stranger with their shopping

Write a fairy tale

Forgive someone

Do one thing to make the world a better place to live

Run up a downed electrical wire

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Stop someone's dreams

Walk on the quays

Walk a million pounds

Walk on the grass

Walk about God with a friend

Walk at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favorite book

Take out Cancer tomorrow morning at 4am

Photocopy this ad and give someone else to do it

Only had as much water as you need

Learn a new word every day

KISS FM

# amiga

## FORCE

ISSUE 11

NOVEMBER 1993

### READ ALL ABOUT IT!

A new adventure from Mental Image, a data disk for Syndicate, an exciting CD release from Gremlin and more!



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## amiga

AMIGA  
162261 68411  
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162263 68413

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# Read all about it!

## AF GOES TO FAWLTY TOWERS!

Welcome, one and all, to the very latest issue of Britain's fastest moving Amiga magazine.

Fastest moving in every sense this month — as we've just finished unpacking all of our staff here at AF's new editorial offices located in Newton Abbot.

Top, we've finally moved away from the warm glowing lights of Ludlow in Shropshire and set up camp here in the even sunnier county of Devon.

There are pros and cons to this whole moving thing. On the up side we no longer have to share a coffee machine with the likes of the kids working on MEGA MACHINES. On the down side, we don't have a coffee machine anymore.

Anyways, it's almost bedtime on the final day of this spectacular issue and we're all off out to the chip shop ... found somewhere where we were looking for the toilets. Oh yeah, not having a toilet is a bit of a down side as well.

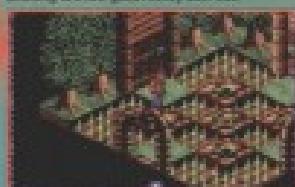
There are a few new names to get used to this issue and we're sure you'll agree that they are all worthy additions to the team. Check out the contacts page (in fact who we are are and what we do during office hours!)

Coming back to more mundane matters like new drugs and money, last month Phil said that we were seeing down in price this month. Well, not to put too fine a point on it, he lied. Not intentionally you understand, he just didn't realise how expensive it is to live in Devon.

Anyways, enjoy the new issue and don't forget to drop the new issue a line to tell them how what you think.

## MONSTERS MASHED

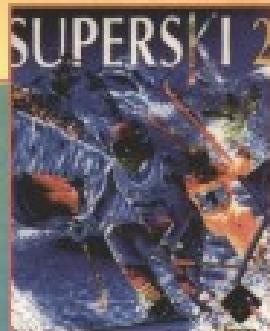
**I**t's been abandoned that much-publicised Universal Monsters project. Despite being in development for some time and getting good review in lesser magz, the game was nowhere near publication standards and Ocean never unwilling to throw good money after bad.



## CHRISTMAS SHOPPING MANIA!

You know there's always survival of the fittest for Christmas shopping blues? Well, worry no more... Just check out these great hamper titles available for only £5.99 from Discs Marketing.

In what Discs describe as a special Christmas offer of "ridiculously low prices" a host of top Amiga titles can be yours. The games on offer are: *Bomberman*, *Maze*, *Mutant Cyborgs of Arboria*, *Boston Bombs Club*, *Spacek 3* and *Starblaster*. You can get



## A GREMLIN IN THE WORKS

**G**amety Graphics are to release their acclaimed Lucas logo on a single CD. Due for a November release, the CD-only compilation is to feature enhanced versions of all three games, taking advantage of the gremlin's 3D-64 architecture with more graphics and original CD music. According to Gremlin's marketing director David Martin, "The Lucas image has become one of the most recognisable and powerful endorsements in the video games market. To the consumer it's a seal of approval and to the

Yes, but is it any good? The first game, *Gremlin Turbo Challenge*, is great. With its split-screen, two-player option, wide variety of tracks and almost arcade-quality graphics it has previously been said some may argue, with its cabinet and gun belt above its rival. However, if Gremlins can pull this off then the single player option only



and more.





your hands on one or all of them by contacting Data Marketing direct. Simply send a cheque or postal order to Data Marketing, 2 Canfield Place, London NW1 3EP or telephone 01 388 2162.

Hurry up... though, because funds just might change their mind!

There are some great games in the Sensors budget range, but save one or two budgets. A quick look through the AMIGA FORUMS back issues separates the wheat from the chaff.

**Dawn of the Dinosaurs**, reviewed in Issue Five, scored a less-than-impressive 22%. "The hero," we concluded, "is every bit as gaudily animated" and we concluded that "this was just about the game this footer" — enough said. **Dawn of the Dinosaurs** did better, clocking up a respectable 60% in issue 10 — it's not a bad physics game at all, albeit Movement is a limited but fun deal — let's face it, that won't last you forever, but at £23.99 it is a bit of a bang, while **Cyberia of Antiquity**, the first game in the latter batch, is a neat F-Zero clone, only let down by its sluggish running speed. Fans of the multi-sports set will find **Superstar 2** to their liking, but the biggest bang of the bunch is **Bouyon Kart Club**, a cool puzzle that owes

much to **Populous**. **Populous** continues being a classic. It's not exactly everyone's cup of tea (or bag of bombs for that matter), but, again, the negotiable price (up to £10)...



## GAMETEK SEEK OUT NEW 'FRONTIERS'

Konami's most eagerly-awaited game of 1993 has now become the most eagerly-awaited game of 1992! Konami have never been shy about flying up front — like it, David Draper's

follow-up to his original mega-selling space epic. The only problem has been actually providing Amiga owners and those who own a palette refresh card. Interestingly enough, it's actually the Quattro's Quattro fans that come up with the greatest!

Konami have now announced that GameTek are to handle the worldwide sales and marketing of the Amiga, IBM-PC and Macintosh versions of the game. GameTek are to release the game for the Commodore 64 on all three systems.

**Philosophy Games** have distributed a number of other top Konami titles, including *Darkman Returns*, *Top Gun* and *Wilson Proffitt Golf*. Konami are confident that GameTek will use their marketing expertise to turn the sequel into an even bigger smash than the original does.



use the soft screen — a fault conceded in *Lotus Turbo Challenge 2: Untold Stories* and *Ultimate Challenge 2* — to the standards of Amiga owners, with more polished roads and a car that actually moves fast. You can't actually catch in any of the Lotus games, a feature imposed on Gran Prix drivers by the licensing agreement. So does the CD package out the mustard? Well that all depends on the price — which is to be arranged — and the shareholders. The first two games are in



budget already, so it'll have to be pretty cool if it's to take the subsequent flag.



**Omega** are also planning a CD conversion of *Zool* (quaffle, anyone), based on the A1200 version, but with added ray-traced images. Also on the horizon are versions of *Zool 2*, *U.F. Devil* and *Prairie Manager*, their successful farm management game.

## STAND AND DELIVER

Like coders Mental Images are working on a blockbusting physics adventure called *The Adolescent Highjacker*.

Played using a LucasArts-style point-and-click interface, the game features a site selection, two eddy tubes (highway robbery, not to make the劫案, but to increase the gold). You wanted to make a departure from the education period and science-fiction game, and a Mental Images spokesperson: "That sort of adventure's been done to death. No publisher has yet taken up the game, but it's almost ready as it's made."

Also in the pipeline are the sequels to the Shareware hits machine gun *The Mining Fever*, although only just released, it already a great success. Mental Images hope to produce several different new games, which combine to make a *Phantom Parallel*-style multi-machine event.

The next game on the cards is based on technology, and will feature all sorts of sub-games, some in which you have to win a certain amount of success. They hope to make them interactive/competitive writers the game too, so you can fully immerse yourself in the true machine and expand it to another.

## SYNDICATE SOFTWARE SUCCESS

**B**uilding and planning a data disc for them best-selling and highly-acclaimed *Syndicate*. Featuring different weapons, vehicles and SCU base levels, it's bound to be a surefire hit with the original game's many fans.

Among the many new features now available, the data disc will allow you to designate your agent as a civilian and take out enemies by lobbing hand grenades over small buildings. The additional weapons include a Raygun gun, which you can also now use a transmitter to call down an emergency strike against the enemy. There's also a multi-player option to try.

**Amiga**, although you're intended with a friend throughout the game...

The price and release date will be announced soon, so prepare yourselves.



News!

## OCEAN GO SERIOUSLY NUTZ OVER A 1200

**M**illion-dollar grants Ocean have announced this year for Ocean's latest character — Mr Nutz, a squirrel with attitude — the game's star for its November appearance.

Usually for Ocean the game isn't a character or film license, although they seem intent on making the red-kneed ones as instantly recognizable as Zool or Mario. The game is to benefit from extensive newspaper campaigns, a huge advertising budget, TV and radio coverage they hope, a Mr Nutz roadshow and personal appearances throughout the country.

While the character of Mr Nutz has potential, is there room for another squirrel character at the moment? An interesting concept, as unlikely as some day Hagar the Horrible could work again! However, if it's a blinder it could, like Zool, be



launched as a smash hit... Only time will tell.

At this time of writing it isn't known whether or not Mr Nutz will make it onto the Amiga 1200 or the CD32.



## PSYGNOSIS DOUBLE-HITTER

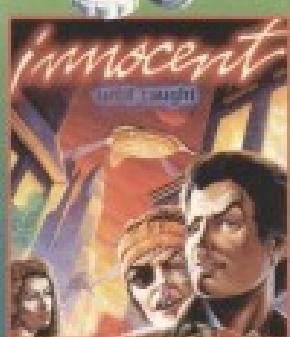
**U**nshattered by their being taken over by the Sony corporation, Psygnosis continue their assault on the Amiga with two brand-new titles due for a November release.

Unshattered (Amiga 1200) is a graphic adventure featuring a massive 15 MB of data, realistic 3D ray-tracing, an intelligent inventory (whatever that is), and a comprehensive parser that lets you interact with virtually anything.

Characters and objects can be located when moving was and out of the screen, giving the graphics a high degree of depth unlike some fast-loading games. It also has a plot that would have John Major's hair going in a wazzit that way.

Already — you play Jack T. Ladd, who in order to clear his debts with the tax man becomes involved in a huge number of strange and mysterious activities that only the most basal of minds would comprehend. They also boast that the game is the first to feature SmartText™, CoolRay™, and virtual memory paging.<sup>12</sup> Could they be heading for their first 16+ certificate? Given it'll have to wait and see.

Less potentially controversial is War IV (J2), a side-on racing platformer with twists and twists of twists, weapons and missiles. We hope they don't wear out their "W" key while typing out the manual!



The game boasts mega-speed and a two-player game that's everything the head-to-head option is. (Sorry I should've been). A brave claim indeed.

Boasting to make the game hard to release until November, it's surprising that Psygnosis are claiming outstanding reviews... In consumer press, at least. It won't — several magazines are almost prepared to review a fake title.

Psygnosis plan a huge promotional campaign for the game, and fully expect it to be a chart-topper.

## Top 20



COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS

Team 17 do something of a takeover of the charts, with Project X leading the way.

- |    |                                  |                  |
|----|----------------------------------|------------------|
| 1  | Project X                        | Team 17          |
| 2  | Syndicate                        | Electronic Arts  |
| 3  | Championship 2000                | US Gold          |
| 4  | Championship Manager '93         | Sierra           |
| 5  | Dune II                          | Virgin           |
| 6  | World Class Cricket              | Autologic        |
| 7  | Cool!                            | Virgin           |
| 8  | Alien Breed: Special Edition '93 | Team 17          |
| 9  | PET Challenge                    | Team 17          |
| 10 | Survivable Soccer '92/93         | Remake/Mimicsoft |
| 11 | Flamestrike                      | US Gold          |
| 12 | Formula 1 Grand Prix             | Microprose       |
| 13 | Desert Strike                    | Gorgon Age       |
| 14 | First Division Manager           | CodeMaster       |
| 15 | Total Recall                     | Hi-Squad         |
| 16 | Predator Manager                 | Gremo Graphics   |
| 17 | Body Blows                       | Team 17          |
| 18 | Blade Of Bratley                 | US Gold          |
| 19 | PERILS                           | Hi-Squad         |
| 20 | NWT Wrestlingmania               | Hi-Squad         |

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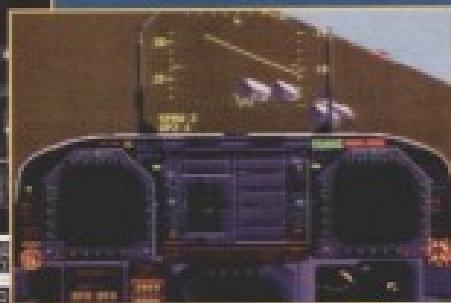
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# Rich pickings!

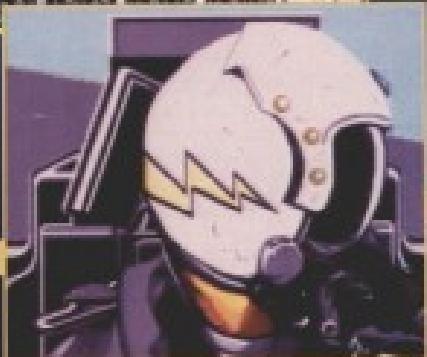


■ Choose your weapons and arm up your planes.

■ See that cockpit in the white helmet? That's you, that is.



■ How do you write a caption on a flight sim past three in the morning? The answer is, you don't — at least not properly. A monitor what a PDA looks like...



## F-18 HORNET

The Hornet (aka. X-10) is the McDonnell Douglas/McDonnell F-18 — which built the Hornet) is another multi-purpose attack fighter. Although not developed specifically for the navy, it has been widely used to this effect.

The large wing area and atmospheric fuselage allow for a greater fuel and weapons payload, giving the plane a greater range and higher degree of self-sufficiency, making it ideal for carrier launch.

The Hornet can carry a variety of air-to-air and air-to-ground missiles and it also has an MBU system mounted on the nose.

# COMBAT

## ■ Psygnosis, £TBA

The Persian Gulf in 1990 wasn't a nice place to take your summer holiday. Saddam Hussein of Iraq said his greedy eyes towards the emirate of Kuwait, an oil-rich but tiny state with which he had a long-standing dispute. On August 2nd, his tanks rolled southwards, the Iraqi army the fourth largest in the world, soon overcame its tiny neighbour.

The rest of the world paid little too kindly to this and set up a task force to relieve Kuwait. The Americans, at particular, thought it was shocking that Iraq could interfere with the USA's oil supply in this way and instantly got on their record high horse, saying Saddam hasn't very nice at all. They conveniently forgot that they'd been among them throughout the last four years of course — they're nothing if not pragmatic, those snakes skin of political... Eds.

The task force entered the Gulf and operation Desert Storm was born, the Americans leading this charge and generally kicking butt (most of it affer).

This is the setting for Combat Air Patrol, a modern-day flight sim from the makers of Air Support. As a USAF pilot, with your wing-

# AT AIR PATROL

# Revit Review!

item is now, you lead a series of sessions into and around Pleasant, poring over the information needed to escape his bags. You can indulge in a little training, poring over specific aspects of each system, take on a single mission, or if you're really brave go for the entire campaign. When the full campaign you can (if successful) retitle the history books and carry on into Act 2, facing the shadowed Shattered himself. If you're really lucky, The option to start a mission based on the act as it stands, and you can always break some of the game's parameters to suit yourself if you so desire.

**Issues In A Trial Day...**  
Problems usually set out to  
trial an accused are, The right  
accused's been entitled the right of  
play, for example, to carry him for

The graphics are fast and polished

songs without losing height the piano should dip to reduced 8'16', although you can still use the softer to climb and back at the same time. The soprano section begins in equally parenthesis, with bassoon entries after. The overall standard of presentation is well up to Prokofiev's usual standard, with lots of colour changes often and a distinct after each movement. Every measure of comes judged. You will have a few new keys to pass through - this is a far more complex game than was F-15 Strike Eagle in the graphics department. It has been had and published, although it's component is Monolith's *Glory*. Coming 2000 is the forthcoming C-141 Starfighter, the ground topography will be a little more varied.

curve is a little steep. It's not as user-friendly as *Glacierland 2000*, though. You can't set your own waypoints, the navigation map's not of the same standard and targets aren't as clearly highlighted. Even so, you soon get used to the game's quirks and enjoy it in spite of most of its oddities right away.

Central Air Patrol is a site for people who don't like sitting around for an hour waiting the roads go by just because genuine pilots are forced to do it.

It's a simplified flight model, but with its many levels, though, new ones that combine a little more action than it used to be. Recommended. It's a great game that's sure to fly high in the charts.



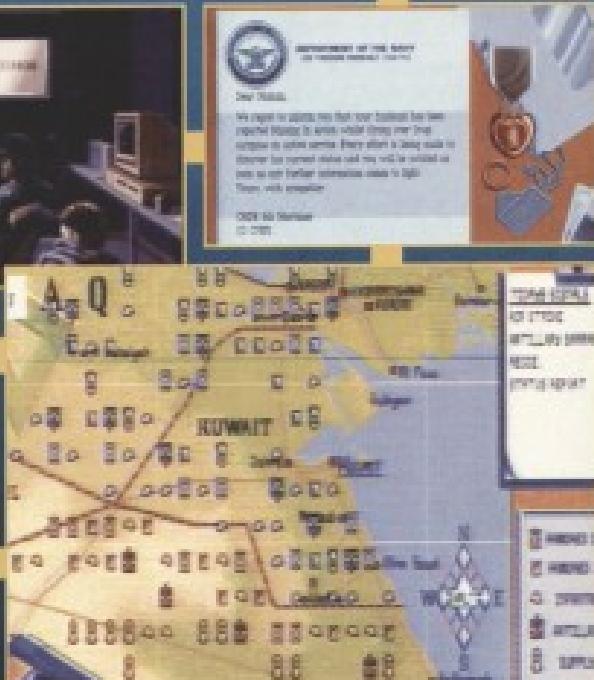
- Now that's more like it — skipping town in the breeding season.

■ **Well Handwritten**  
using handwriting of  
**Sherman Hemsley**

# F-14 TOMCAT

The Fokker F-14, also the Tomcat, was developed as a multi-purpose fighter with anti-shipboard aircraft, featuring. Because of its outstanding performance it has become part of the backbone of the US Navy's air support.

Powered by two General Electric F110 engines, it can reach a top speed of Mach 2.0 without losing airworthiness or maneuverability. Its weapons systems can track up to 10 targets simultaneously, homing in on the six most threatening targets immediately ahead.



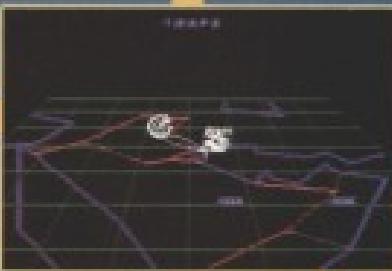
# Rich pickings!

## POLICY OF LIES?

**C**ombat Air Patrol has taken two years to develop, and at the time of writing has only just been finished. So why did most Amiga magazine reviews it six months ago? Seven missions have been added since they launched the game and a number of significant changes included, making those reviews redundant.

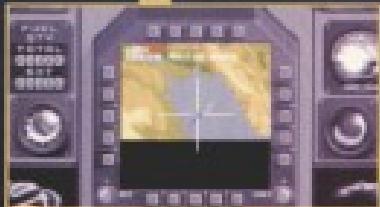
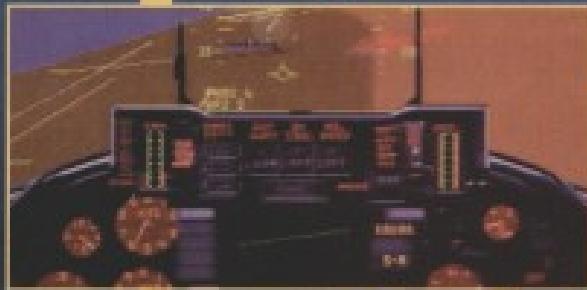
Answers, it's time now, and it's great.

Bonus! Oh no — another early morning cockpit, guns and jets. Could this be an attempt to ensure a certain level of respectability in the publishing of this issue?



■ Ready for take-off, just make sure you don't end up in the clouds.

■ A more radical view of things. Don't worry, it's gonna settle to figure-of-eight.



■ A volley of missiles streaks towards your prey.

■ Is that's what fighter pilots keep between their legs?

## amiga Force Recon

■ DEVELOPER: ED SOHO & CO.

■ DISK: 3

■ PLAYERS: 1

■ GENRE: BIGHT SIM

■ 1990 COMPAT: YES

■ HD INSTALL: YES

■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
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■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■

■ A great little flight sim, but not as good as MicroProse's Gunship 2000.

81

# NOW

... a soccer simulation that combines  
realism with fast arcade action!

# EUROPEAN CHAMPIONS

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# SERIOUSLY FUN

# MICROPROSE

## IN THE BEGINNING

**This month we at AMIGA FORCE thought we would take you by the hand and lead you on a trip down the MicroProse memory lane. These were the guys that decided that the sky wasn't the limit and soared to the top of the charts. Now the undisputed kings of the flight sim have opened their hearts to AMIGA FORCE and exposed their heady path to success. It's enough to warm the cockles of your heart!**

**I**t all started back in 1982 in the unlikely setting of a business conference in Los Angeles.

Using a break from the serious atmosphere of the real world, Bill Stealey and Ted Miller slipped into an arcade and began playing an aerial combat arcade game. Stealey just happened to be a former test pilot in the American Airforce with considerable

experience in high-speed flight simulations. He felt that the game they were playing was little short of phenomenal. Legend has it that Mattel turned to him and asked, "Can you design a flight game in a week?" To which Stealey responded, "If you can make it, I can do it." Miller actually took two months to complete the game, which they titled *Horizon Alert*, but so the legend goes back.

Since then the MicroProse name

has become synonymous with high quality simulation software, which

although originally targeted at a primarily sophisticated adult audience, has now claimed a regular spot at the top of any best-selling list. Their list is long and distinguished, featuring smashers such as *F-15 Strike Eagle*, *F-16 Stealth Fighter*, *Formula One Grand Prix*, *Crashdown* and *Gaming 1000*, which is their best selling game to date.

As MicroProse grows, it's turnover reached \$14 million — plenty of good news items, and still enough dough left over for the journey home! The money was quickly put to a better use.

After a year, the MicroProse team decided to buy up TimeCommodore, the software publishing wing of British Telecom. It seemed at the time that the main reason was to get their hands on the brilliant *Stunt Car Racer*, which was being programmed by Geoff Compton at the time. The game was eventually released on MicroProses MicroGiga board. The deal meant that MicroProse acquired the two production companies Frontlot, who created the amazing *Eros* and *Planets*, whilst Microstar (soon sprung immediately to mind).



# FUN SOFTWARE

## Preview Special

### Nighthawk F117-A Stealth Fighter

**M**icroProse has released yet another of their superb flight-simulations and we were lucky enough to get our hands on a copy. So read on for the latest news on this great new game.

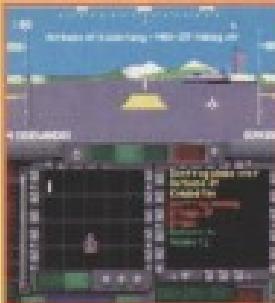
You know those weird shaped planes that look like paper clips and you're supposed to be so quiet they wouldn't even wake your mother on a Saturday night? Well, that's what they're called.

Stealth Fighters (probably knew that!) and one of them is the star of MicroProse's latest action-packed flight-simulator.

MicroProse describes it as "The definitive simulation of America's hidden elusive jet".

First and foremost of all it seems perfectly justified to allow them to believe. One of the reasons liked it so much had to do with retaining the feel of the game. The game has all the usual features you would expect from a quality MicroProse flight simulation. Plenty of control options, an impressive view from the pilot's perspective, oh yeah, and I'm sure that these will be a bumper instruction manual to complement the game, complete with pages of technical info. Let's be honest now if just wouldn't be the game without one of MicroProse's epic soundtracks.

You can expect to be impressed by the graphics in the game, which go a long way towards giving this flight sim its authority.



There's also a thumping sound track and some really authentic sound effects to get you in the mood for your life or death missions.

The idea behind the game is to guide your Stealth Fighter across nine different missions. Each one is based around an incident occurring in a trouble-spot somewhere in the world. Get in, do the

## Commitment to serious fun

MicroProse are already known as the software industry for their use of an exclusively in-house software creation team. This development relies on a team approach with professional game designers, programmers, musicians and artists graphics artists working on specific projects. To produce a new title cost about \$100 million over eight many-year years over a three year period and represents a multi-million dollar development and marketing investment.

MicroProse's Jason Dutson describes the company as having a strong commitment to "absorbing existing successful and above all, fast computer and video games". To help keep this up MicroProse employ 200 full time staff and the company is spread across the USA, Europe and Australia. Not bad for a couple of blokes who got started by an arcade game having established themselves as a strong marketing force on the Amiga years back. They're now one of the biggest Amiga developers around, and have recently started producing big Amiga video titles, as well as developing more computer-oriented software.

business and get out is the basic idea. No trapping, no rescue and hopefully no crashes. Like all flight simulations the game takes some getting used to, but, once you've mastered the controls and become a dab hand at winging silently around the world, the game looks like it's going to be another winner for MicroProse.

# Just around the Corner

We've got a real bag of goodies this time. There's the sequel to the ultimate footy management sim, a fiendish puzzle game and plenty of space-age technology. What more could the heart desire?



## PREMIER MANAGER

■ **Granada Graphics**

In November 1992, it's unlikely did for footy games what Jack Walker's millions have done for *Blackburn Rovers*. If that's the case, then right up the top! Probably the best football management simulation ever, *Premier Manager* has figured highly in our Top 20 charts ever since.

Hoping to continue this unprecedented run of success, Granada Graphics have created the sequel, with the innovative title of ... The game is designed to be the same no-nonsense idea as the original. Once again you begin your previous existence as a football manager in the Conference League, with the goal of reaching the newly formed of the nation's top clubs. If you can prove your talents in the English League, this game gives you the great new option of moving into Europe and managing one of the world's most famous teams. AC Milan been I can't

### Additional Features

Like all good management games, this will have every aspect of running the club to you. This time you will even have to ensure that there is adequate crowd control at every one of your team's games. Other extra features include weather conditions, that affect games and even lead to postponements, a four foreign player limit for European fixtures and a selection of eight different types of training camp. There will also be *Premier Manager II* data disk available, which will allow you to have a crack at competing in every other European league.

Granada promise startling simulation measures. All you have to do now is wait for the big kahuna. Will we be 'Over the moon' or 'As pick as a parrot'? It's over to you, Gran-

## K 240

■ **Granada Graphics**

our's latest offering comes in an explosion of the uncharted realms of deep space. In 2040 it is the year 2040 and the crew are control of the Taran Empire in the universe. The main aim being to maintain a power over 50 star systems, which also includes, discovered by man during the rapid expansion across the galaxies, are included. When intergalactic squabbles force reduced money comes to war and, as resources become scarce due to excessive mining, the Empire appears doomed to disintegrate into chaos.

# Wunder!



The only hope lies in the independent mining colonies that generate resources from the barren uncharted worlds found deep within the uncharted star systems on the edge of the empire.

You command one of these independents. The idea of the game seems to be to enlarge your colony and establish its mining operations so that you can defeat more foes to sell to the empire.

This is a pretty unique game. You must invest time and money in research, as new inventions mean increased productivity. On top of that the game involves in the added task of protecting your operation from an unknown enemy that has been sabotaging your equipment. The concept sounds great but will it make the grade? Read our more here soon...

## TOTAL CARNAGE

BY ICE

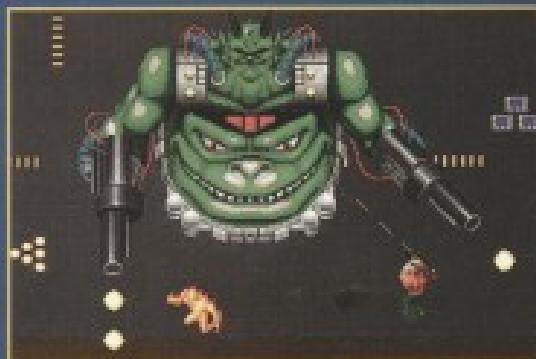
**T**otal Carnage. Not exactly a nice, peaceful name for a game. This image is reinforced by the blurb from ICE, who describe the game as "The Mother Of All Battles". Add to this a healthy mixture of death, carnage, action and humour and it doesn't take long for the bloodlust to begin to rise.

The idea behind the game sounds logical enough. General Mayhem, and ruler of Mayhemland, is creating mutant life forms at his well defended bio-mutant research facility, crossly disguised as a baby milk factory. You must ensure that his evil empire is destroyed before his mutants can wreck havoc upon the world. You can take the role of either the Doomsday agent for this mission. Playing as Captain Carnage, or Major Mayhem (readie

set) you must rescue hostages and capture the dastardly dictator.

Players can test their fighting skills through three battlescenes in pursuit of the ferocious general. Armed with an entire arsenal of tanks and missiles, one or two players must dodge land mines, flame throwers, toxic gases, hoverjeeps and nuclear bombs—now that's going somewhere! There will be the usual icons for players to collect to gain bonus points and weapons upgrades and by collecting the secret passwords players will be able to play ahead throughout the game.

This looks just the ticket for working any illustrations out of your system. Expect this great co-op conversion to cause carnage in the streets very soon.



## GEAR WORKS

BY Hollywood

**T**he terms 'unique' and 'original' game don't sit too well together as a rule, but Hollywood's most recent creation may prove this following popular 'stacking squares' approach and might yet achieve the impossible and add something new to the genre.

Gameplay couldn't be simpler. Connect the rotating cog to the stationary one via a series of others placed by yourself. They come in three sizes, but you can't choose which to use next — that decision is forced on you, as it were. Watch out for grenades needing the precision touch.

Gear Works is certainly original. Only time will tell if it's a classic puzzle game. At the moment it's a little sparse, but anything can happen between now and its September 25th release date. Full review next issue.

## GEAR WORKS



# GULP

BY ICE

**E**say had one of those days? You know what I mean, where everything just seems to go from bad to downright awful. Well, here's a thought for the plots of this original new game from ICE:

"They're a race of super intelligent beings who have learned a mission to save the Earth from certain destruction. The only problem is that they are a bunch of droids. Very small droids too, which isn't much use when you're

trying to save the human race. Your task is to guide the team of 20 droids back to their mother ship so that they can increase in size and get on with the job at hand."

Within the game there are 10 levels of action in mysterious worlds with its own peculiar problems. These range from sports and toy shops through the depths of underground caves to a crazy alien's lair. You must guide your going through these treacherous levels avoiding the many pitfalls and obstacles that block their happy path. There's no doubt that this sounds like something a little bit different. Expect more news in the very near future.



## RISE OF THE ROBOTS

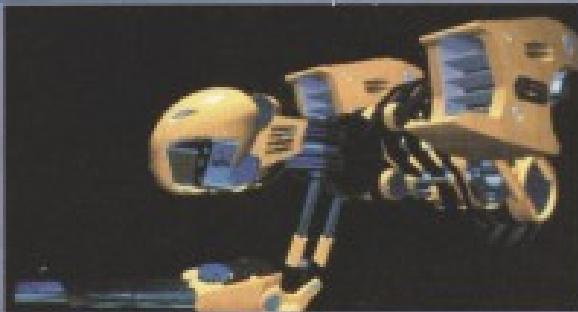
### ■ Mirrage

In last year's issue again, with this year's most impressive game getting yet another reprise. Now while it's not quite a first squash of Street Fighter II, instead, Rise of the Robots features some of the best ray-traced animations ever seen outside of PC demonstrations.

The graphics of the game was created using 3D modelling software, which makes the images look extremely realistic, very well animated and simply a joy to view. The characters also seem to respond quickly to a large degree of control commands. No Space Ace-style trade-off here between the graphics and the gameplay. This game managed to combine the two. When you do get to shoot a check out the recycled liquid robot which shatters when destroyed for an example of the graphical ingenuity. The blockbuster move Terminator 2 immediately springs to mind.

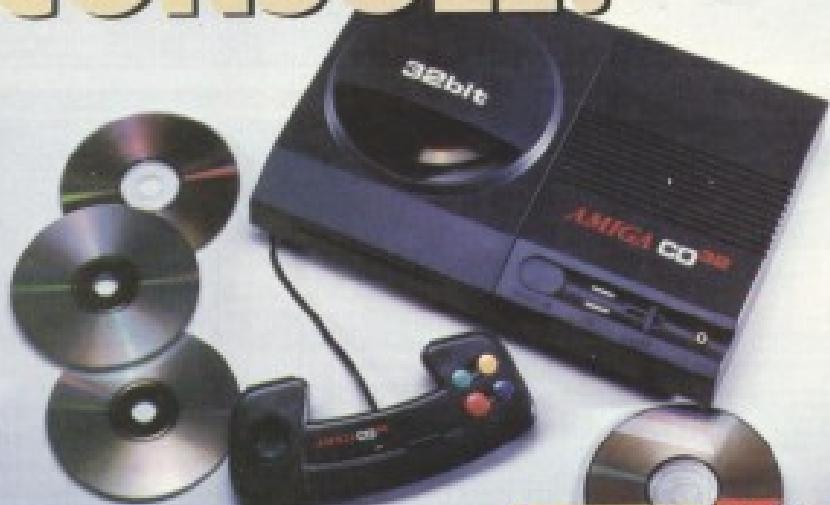
This game also boasts a plot. This sort of thought is often lacking in your standard instalments up. The game is set in Metropolis 4, a vast electronics building that produces military and industrial robots. All human staff have been replaced in the plant by a robot overseer named "The Supervisor". This robot has extremely intelligence, consequently, when an egg virus infects the people, he has little difficulty taking over the plant's security system and attacking. The computers respond by sending in cyborgs, created from humans and robot parts, to destroy the rogue machines.

Developed by Mirrage's in-house team Infinis Design this game looks to have it all. It will fit the shelves at the beginning of 1994 and promises to cause a smashup. The screenshots are from the PC version, but it will also appear on the Amiga 2000, Amiga 1200 and Amiga 1000.



# Competition!

# WIN AN AMAZING NEW CD32 AMIGA CONSOLE!



If you're probably thinking to get your hands on a CD32. More interesting than the Mega CD. Mindfully to want connected to CD32, may be the question of the decade?

Not that we blame you. We've had ours in the office for around a month now, and we're extremely impressed with its capabilities. Like the technically-savvy Amiga 1200, it allows for more colors in 3D games than the standard Amiga 600, and runs a lot faster — ideal for the complex calculations involved in flight sims and other polygon-based games. The CD32 has one big advantage over the A1200 though — as it runs off a CD, you can play a game from start to finish without swapping discs!

Obviously a new method of saving games will have to be developed before the machine can reach its full potential, but Commodore intend to allow developers their party development, as in theory, it's just another cartridge.

So what do you think? Is it time for an amazing price? Send us a postcard over in the mailbox with a. Yes or your best? Spend a night in front of the TV watching Andrew Dice Army resume? So — just answer this simple question:

#### What company makes the CD32?

For a freebie, tell us in no more than 25 words why you deserve a free CD32.

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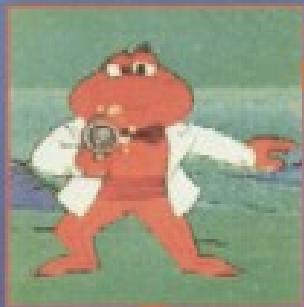
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# RICH PONKINGS!



# JAM PON



**James Pond**  
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out for a spin  
without  
realising how  
skilled he  
feels...



## JAMES POND

Pond is F.I.C.H.'s best agent and is a croc to get. He has carried out some of the agency's most deadly missions. An expert athlete and master of martial arts, Pond has recently been surprisingly employed with revolutionary new toy-knife which allows him to burrow to his maximum safety when out of water.

Pond is a strategy director and can speak over a dozen languages including dragon, croc and even shark.



## ADMIRAL NELSON

**A**dmiral Nelson is the founder of F.I.C.H. and an ex-sailor. Don't be fooled by his bald eye patch as there is absolutely nothing wrong with his eye and he moves that patch from one eye to another at will. The Admiral is a very old sea dog who is forever taking about bittering down the hatches.

**'F'**  
**F**or the crew of F.I.C.H. and as such his true identity has never been revealed. F.I.C.H. specially designed office keeps his face in shadow at all times. All F.I.C.H. agents receive their mission briefings from this mysterious character, as well as any specialised equipment they may require for their mission.



# IES ID 2:

## Chris!

He's sweet, debonair and... well, orangy-adult! As you might have guessed, James Bond of Hotshot is just one mischievous pain from start to finish. It makes little use of the CD32 aspect from a great maker for James Bond 3 and a mere soundtrack for Robocod. The actual game itself is nearly the same as the original, it's just a shame that the CD32 version hasn't been given the chance to create a better new world. If you already own the earlier game, it would have to question the worth of spending money on this.

## The time!

# Reviews!

# CD!

On the sports equipment level after the second set of options, select the items in the following order LIPS, ICE-CRICKET, VOLLEY, EARTH, SNOWMAN. The last letter of those items spells LIVES which will give you infinite lives.

## ROBOCOD CD

### ■ Millennium, £TBA

**M**ost of us all of you, should know the story of the secret agency F.U.S.H. Its top agent, James Bond and his partner against the world's criminal syndicates J.A.W.S. (James Against World Safety).

These agents, Dr. Maybe in up to his old tricks again, has established quite causing trouble for poor old Friend Jaws, started many other strange systems available, he has appointed the new COOZ and decided that this is the perfect platform for him to carry out his evil needs once more.

After that impressive cartoon opening which introduces you to Friend himself, it's into the game in the usual Millennium style. The sophisticated steamer must travel through the many levels of James' hideout at the North Pole to his hideaway where to capture Mayor Jaws, obviously exploding your goals.

There are a variety of strange places Bond must visit in search of his objectives, including the toy workshop, filled with odd baby bears and the cake factory, with its creamy pie soldiers. Not

It's the  
usual  
hilarious  
Pond antics

the only deadly come syndicate ever made up of the most deadly gang of criminals ever. This whole syndicate is controlled by the evil Dr. Maybe, a supreme Bond's secret duty to put a stop to any J.A.W.S. gang wherever in the world they may strike.

to mention journeys through many check boards, through boiling bath tubs and even across a river full of wasps popping stereo equipment!

Robot is armed with his super expando-wrist which allows him to stretch to great lengths to reach some of the levels. F.U.S.H. Agents have also added many new pieces of equipment throughout the North Pole to help out friend Jaws with his mission. These range from tight shackles, to hand cuffs, to help with tight enough so tight-powered square cars and even a flying phone-controlled bumblebee.

This is not really that much difference on the CD.

version of the game from earlier incarnations of it's same title apart from the added Harry Potter and the twisted up version. Those

who already own this game should obviously buy this version, although I must say for the new CD conversion has got to compete with the original of Bond and has many fresh related parts, this is an excellent introduction to the Amiga world and one which will truly set off a trailer for Bond's an exciting look at things to come.

lan!



### J.A.W.S. (James Against World Safety)

The most deadly come syndicate ever made up of the most deadly gang of criminals ever. This whole syndicate is controlled by the evil Dr. Maybe, a supreme Bond's secret duty to put a stop to any J.A.W.S. gang wherever in the world they may strike.

### Dr. MAYBE

After this mischievous adventure is over, millions whose reported to be burned to death and people in wings out space and memory enhancer plots have been killed so many times by Friend, his foolish wish is to turn Friend into full fingers.

# amiga Rating

### ■ DEVELOPER: MILLENNIUM

- DISCS: 1
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTAL: NO

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Only slight cosmetic changes make this different from the earlier versions.

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# COVER GIRL STRIP POKER CD!

## ■ On-Line, ETBA

**M**ost of us consist of at a poker game and with a reasonable amount of "very sexual" money on the line when can't buy a pack of cards and a game? Flying in the face of convention, we'll begin with the thought, and later a game that may have any real merit at all.

The software company's reasoning for this reasoning is simply to "entertain and educate" and I suppose that depends on what you mean by "entertainment." And that fully applies to you, but the young ladies in Cover Girl Strip Poker make the shocking game of cards it wasn't for being before you can look beyond the basic essentials.

### Splash the cash

Well, you and the girl start with \$2000 in her funds. Fall below zero and she has to remove an item of clothing and add it to the \$2000 so she can carry on playing. Some models treat you to a flick and others干脆 zap before reverting to the basics.

**“Why spend your money on this?”**

decreased odds that she has to the basics, where don't I see no lines, what happens when she runs out of them? I've never managed to play that game (she's been playing in a corner with the odds with this a bit—but still) but since with enough money most you can't buy cards nor anything else.

But what about the game? Amazing? These you may. Well they're certainly more interesting than they're on CD, they changed and should not. Although the graphics on the standard Amiga were somewhat better than this, they sounded better than this. Okay, the graphics were digressive, but at least they used professional voices.

But you can't play poker on your own? According to a responsible and individual who wants to buy the chip and claim its full for the game game. Mine is \$2000, but there are plenty of PG rated versions and CDROM players a healthy load of cards anyway. And let's face it, do we really need another game that portrays women as sex objects? When was the last time you saw a fully-dressed woman in a computer game... long time ago, wasn't it? No wonder 80% of gamers are male.



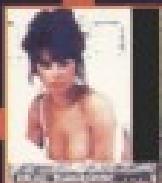
• A	• K	• Q	• J
• 10	• 9	• 8	• 7
• 6	• 5	• 4	• 3
• 2	• 1	• 0	• 9



Is this like games for you? We sincerely hope not!



Depraved, tacky, demeaning — probably the worst excuse for entertainment that we've ever encountered.



■ Enter your name as PG1000 for a seed cheat to win every game and get to see the girls unclothed.



**Chris!**

■ Cover Girl Strip Poker is definitely not a great game. Okay, I got a few points of flesh, but that was only because everyone else in the Amiga FORCE office keeps losing so badly! The actual game left a lot to be desired, and not in the way you're thinking either. The game features jerky, unconvincing stops and poorly designed sets, which make a really bad job of utilizing the CD32's capabilities. Basically this isn't worth it. Let's hope that somebody puts the CD32 to better use in the future. ■

**anige**  
FORCE Rating

■ DEVELOPER: EMOTIONAL PICTURES  
■ DISCS: CD  
■ PLAYERS: 1-2  
■ GENRE: CARD GAME  
■ 1200 COMPATIBLE  
■ HD INSTALL: NO



■ A lousy game.  
Nuff said?

# Rich Pickings!



■ Virgin £25.99

**Alien** has been a book announced three goddamn times in this very issue you're left wondering if they mean the alien or Ripley's! After crash landing on a goddamn planet, Ripley discovers that once again she's brought something terrible with her. However, in contrast to the film, there needs to move fresh ones down to feed those any more products of the evil little deviant Giger's also on their own in the game, without the help of this parasite that wants to free me from the fire.

Anyway, lets have a look at this game. We've got a platform shoot-em-up in which you as Ripley must rescue a group of humans held captive by the aliens. You must free all the hostages before making your way to the exit and the next level.

You have four weapons at your disposal, each of which has its own advantages and disadvantages. The machine gun is your standard shooter, the flame thrower kills faster but lacks the range; the rocket launcher is the most powerful weapon, ideal for blasting through locked doors but slow to use on the planet; and the grenade gun can be used to hit aliens you know to be hidden off screen.

## Animated Aliens

True to the film, for once, the aliens are incredibly fast. Though they only take a short burst of fire to kill, or a single blast from a grenade, you have to be quick otherwise the aliens will be on you before you can release a shot. It's also vital to watch out for creatures that appear between you. Although

the more you play the easier it is to anticipate them.

Unsurprisingly, new alien species do have their weird life-reproduction schedules, so that's lots of free action, all cut sequences, that it could be worse. At least when Ripley is hit by an alien they won't drain much of her energy, though they do leave her stunned for a short while. This is an excellent touch. As a rule I hate energy bars because they take the enjoyment out of a game by forcing you to take time to gain time.

There are lots of fire power-ups.

Two seconds while Ripley receives re-charge that healing or charges.

What's the guts of the game actually? What's the point of the game actually?

You will be asked to collect

aliens, they're great tool Earth

level, they're great tool Earth

Chris!

If you want your platformer fast-paced, action-packed and tough as hell, Alien 3 is the game for you. It's less about the chance to rescue the captives, and you'll be pushed to find a good weapon. What there is, any effort gained, it really feels you're doing no time to go on. Add to that some puzzles and a desire to create a high-quality platformer, and you've got a winner. Please have used a bit of science in the scenario, instead just every flea as a good atmospheric game in its own right.

Tip time!

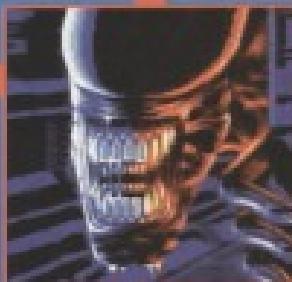
On the first level before leaping onto the sailing platform (you'll know what we mean when you see it), fire a rocket and throw a grenade. This will kill two off-screen aliens and make your jump a lot easier.



(Above) Greenies isn't RT? That's what happens when you let the aliens grow inside the hostiles... or maybe it was something he ate!

(Above Right) Far better to beat them at their own game and disown them with a burst of fire.

(Right) Just make sure that they don't give you free flying lessons instead.



# IEN 3

(Right) This guy looks like he is preparing for a Sonnenkrieg!

(Far Right) Read the tip time part. Well, this is where you do it!

(Top Left) Turning license into a liberty — in the day there was only one alien and not a gun in sight.

(Bottom Left) The descent into hell continues as the mobile platform carries Ripley deeper into danger. This game's tough though so don't be writing her off just yet!



## amiga Force Rating!

DEVELOPER: PROBE

GENRE: 2-PLAYER: 1  
GENRE: SHOOT-'EM-UP  
1280 COMPAT: YES  
HD INSTALL: NO

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	8	8	8	8	8	8	8	8	8
	8	8	8	8	8	8	8	8	8

A great platform shoot-em-up, but a couple of flaws prevent it from being a true classic.

79

# Rich pickings!

# DEEP CORE

**ICE**  
**£25.99**

Here's a catch for Captain Downractor: No alien has had the misfortune that it ate his heart, but somebody was so gung-ho, there is bound to still allow you to attack the world. Obviously no one else is capable of creating new threats, because, as far as I can tell, there is the red means of the world, to have the day.

The Captain is something it's been not to levels with. He's a mean-looking figure, all bulging biceps and bad attitude, who seems to do nothing better than wading knee-deep through the water that has covered the sprawling complex he has to save. There are more ways to battle your way through, such as scaling walls, various alien constructs. To make things even more difficult, you have to find the activated keys that are required in particular places. These are also elevators on each level that safely transport you to other parts of the complex. Although this adds on your time, it does give you a chance to have around, as it's required to find full use of the system to complete a level.

To deposit any of the aliens that cross his path, Captain Downractor wages the game with a straightforward laser. As you travel around the station you can improve his firepower by collecting the power-ups released by certain monsters when you destroy them. The mon-

ster's body at you and will kill you instantly if you touch them. However, they always follow the same movement pattern so it's hardly difficult to avoid them.

Captain Downractor has an oxygen tank that must be periodically recharged if he's to survive. He also has an energy bar that decreases as he uses alien life. He's far from invincible, though, being able to return fire and collect power-ups that recharge his energy tanks to maximum.

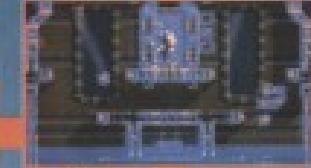
**Smooth-sailing then gung-ho**  
The graphics in Deepcore look really good. The game has a well-designed central character, a wide variety of cut-throat alien and alien-like backgrounds. The only problem is that the game quickly becomes boring. There's nothing in it that grabs you and makes you want to play on. There are too many frustrating elements in it, like the pillars that block your path, forcing you to walk round them. It's immediately sprung to mind. They're a real instant and the game soon becomes too much of an effort to bother with.

Having said that, it will probably appeal to hardened gamers, who will enjoy all the usual platforming, jumping, collecting and shooting. There are also some nice touches, such as the sound of the water dripping into pools at the Captain's feet, but it wasn't my type of game. Too easily bored? — That's my problem.



Platforms are basic in function and soon will look shabby.

There's some neat tactical play on offer here, like running a robot through an open door then retreating when he fires, letting his bullets explode harmlessly against the closed portal. Unfortunately the game as a whole is boring. The rising and falling shutters aren't difficult to negotiate just run up when open, read a while when shut, so their only purpose seems to be to slow you down. Also, parts of the game are for show-offs for their own good, encouraging you to stand toe-to-toe with a baddie, neither of you able to take evading action. Sorry guys, but Deep Core did nothing for me.



## Top Time!

Against some of the stronger aliens hide behind a door when they shoot. Then take your own shot and close the door before they can fire again.



## amiga Force Rating

**Chris!**  
**DEVELOPERS:** IN-HOUSE  
**DISKS:** 2  
**PLAYERS:** 1  
**GENRE:** SHOOT-'EM-UP  
**HOME COMPUTER:** YES  
**HD INSTALL:** NO



■ Well-designed and difficult, but not particularly inspiring.

65





# NAPOLEONICS

Reviews!



NAPOLEONICS - Review by Ian Turner



Spot the  
difference! Just  
where did the  
brigade go...?

Wait for an  
hour and the  
graphics may  
actually  
improve!



# Rich Pickings!



Well for Miga's  
Universal Military  
Strategy compilation  
instead of



Napoleonic  
War Zone



Napoleon's  
elite forces  
move closer.  
Looks  
deadly, right?

The  
graphics are  
appallingly  
indistinct

"I'm not one for utilising  
strategy game simply  
because they're not  
designed like arcade  
games, but there's no  
excuse at all for a  
game with an engine  
this bad. A strategy

doesn't need lots of intrusive animations and  
effects to make it fun, some idle springs in mind,  
but neither should the presentation work against you. Peter Turner is an excellent historical  
researcher and obviously knows his 18th  
century war games. However, if he worked with a decent programme  
these games could be blinding -  
but... strategy really isn't?

Ian!

# amiga Force Rating

► DEVELOPERS: DR PETER TURNER



► DISK(S): 1  
► PLAYERS: 1  
► GENRE: MILITARY  
► 1200 COMPAT: YES  
► HD INSTALL: YES



If there's a game in  
there, it's almost  
impossible to find.

18  
31

## On-Line £25.99

**'S**ir Famous Good screens the box.  
**'S**ir Amiga Format Gold... CU  
Sir Commander... This is what we long to  
differ. Despite picking up numerous accolades  
as individual releases, this three-game  
compilation of Dr. Peter Turner's Napoleonics  
warranted as anything but palatable.  
Let's start at the beginning, unless most  
enemies, Turner's officials start with an  
overhead hexes and units  
system. Instead the units is  
clustered were based on what  
a commanding officer might  
have seen. To change the  
perspective you could issue the  
command post, and hence the view  
of the officer. Turner is also very  
keen on the flag of battle!  
presenting the player seeing  
anything the commander sees.

Officers are conceptual via  
messengers. These take time depending on how  
far the messengers have to go and whether they  
are captured or killed en route. An added  
element is the limited number of messengers  
you have to hand, run out and you are stumped.  
That, Turner's games aren't war games in the  
traditional sense but battlefield commander  
simulators — whether this is a good thing or a  
bad thing is a matter of taste.



NAPOLEONICS - Review by Ian Turner

This game's so dire we thought you'd be more interested in the  
battle that made up the Napoleonics compilation.

### Austerlitz — 1805

The towering, virtually-challenged French commander was up  
against nowt, the Russians and the Austrians in that bloody battle. To  
sober his way out of a right doozy the clever little general issued his  
fancy footwork that he was a better man. They launched a  
reckless assault and Napoleon kicked butt! He lost only 12% of his forces compared to their 30%.

### Borodino — 1812

While Josephine was getting seriously frizzled, the unscrupulous one was being run out of  
Moscow. The battle of Borodino was technically a victory for Napoleon, but his forces took such a  
hammering that he was forced to retreat. With these statistics on his mind, it's not surprising that Daps has  
a Napoleon!

### Waterloo — 1815

Things just got worse for the starved one. His hand had to be surgically excised from the lining of his  
coat for one thing, Borodino was commanding less days to distract, but, perhaps most worrying was the  
fact that he took away to Cesar's Death.

Can you change the course of history? Do you want to? Was Josephine's penis ever saved? If you  
really want to find out then you could check our Resources. Alternatively, just get a good book!

# Rich pickings!



## Soccer Kid

BY JEFF TURKLE  
MAY 1993  
THE AMIGA  
BY GENE  
THOMAS



■ Play a high jump



■ Check out to tell through the platforms. If he's still got the ball, he'll take it with him.

■ When a double counts at the finish, the ball can beat the ball at it.

# SOCCE

**W**HICH kid decided to stage the 1994 World Cup in America? A. Frank's idea of football is two teams of forty kids going wearing jambous padding ramming into each other. These over-weight, over-paid and over-naïve players can get through these entire career without even kicking a ball, yet they still call it football.

I digress. Despite the title, Soccer Kid doesn't recreate the sport the Americans are trying to teach. It's a platform game, but for once it actually tries to add something new to

the game — as well as leaping from platform to platform you get to kick a football around. It's no mere gimmick either — booting a ball off the buildings adds real parity to the game, and there's a host of other moves to perform too. We grant the World Cup itself makes no air raiding aliens and sneaking into the places where he cleaned and uncluttered, the share lending in different courses. All in all there are 20 levels to complete with five bonus stages and loads of hidden bits to discover.



■ Soccer Kid can do more than run and jump. He's a regular kick, performing all sorts of tricks with ball. Through the complexity of the moves on offer, they become instictive after a few plays and a little time.



■ The odd extra "Birmingham City are on the ball... so they're not they've taken off if makes a nice memory in Soccer Kid. I've really got on the ball."



# KID

## Over 'em Son, On My Head...

As you travel through the various countries you must pick up soccer cards, the sort that come in packets of three with a stick of bubblegum. Once you've got the required number, which isn't easy, and you've sold them, you enter a bonus stage which, if I had to compare it to another addictive game, gives a piece of the Tetris board trophy.

Graphically, the game is little short of amazing, with pixelated backgrounds and run-of-the-mill animation. Soccer Kid himself moves like a dream, and the way the bubbles drop dead when mauled

An exceptional technical achievement

is pretty neat.

One quip of the collision detection is a little odd, but overall the game's an exceptional technical achievement. There's very little idle swapping involved and as well as recognising up to three soccer balls, it utilises every pixel intensity you have to sustain swapping till further.

It's difficult to find fault with Soccer

Kid. Maybe it gets a little tiresome after a while, but if you're into platformers this one's not to be missed.



When you know there's a boulder on the way that takes more than two shots to kill, boost the ball long and hard then run when it



■ If Soccer Kid can't do a nifty teleportation — ideal for reaching those difficult-to-get-to platforms high above — it's a fail.



■ Watch out for the brick kick-off — by launching the ball too high...

■ Try a sliding tactic to get under low goals. Again, this works with or without the feet!



...he can look it high into the air.



■ If you're having trouble getting the ball over the wall, it doesn't really matter, try and just jump over it. It doesn't really have much of a bearing on the game, but why not?



## amiga FORCE Rating:

### DEVELOPER: MINDWARE

GENRE: 3D

PLAYERS: 1

GENRE: PLATFORM

1200 COMPAT. YES

HD INSTALL: NO



Icon: 4

Reviews!

# Rich pickings!

Chris

When Krusty opened his Fun House to the public he expected to make big bucks. Problem is he doesn't really have enough... and now the claimed place is a rat infested health hazard.

That's the basic idea behind this fun little problem-solving platformer from Virgin. Although not one of the same standard, it can be as fiendish as Lemmings in places, with some real thought needed to trap the rodents. The graphics are great, particularly the mad machines controlled by the Simpson family, for squirming the elusive ribbon intruders.

Krusty's has some original ideas and it worth a look if you love Lemmings. It could ensnare you in its trap! ■



# KRUSTY'S SUPER FUN HOUSE

## Virgin Games, £25.99

It's amazing the effect Bart Simpson's had on popular culture. His cartoons are only on TV over here in Britain, so the majority of the population hasn't seen them, yet he's still become everywhere. You can buy Bart pencils, pens, figures... I won't labour the point, but no one can ignore the gauntlet posed by all those bartokites.

Lemmings you can't avoid Lemmings. Although they're cute enough aren't they? Individuality? They're as ugly as Moe... these maddened bairns with their hats looks like a monkey tea crew. But what's this? This got to do with Krusty? I mean you try Penny... Krusty is bent on the cartoons and his game comes more than a passing nod to Lemmings. Confused? If you're not by now you soon will be...

Krusty has a problem. His fun house is plagued with rats, strange, purple ones that walk on their hind legs. Rather than kiss the Piggy Bank, he decides to take them away himself. He's enlisted the help of Bart and Homer, who bring along their heavy but effective armfuls of mace.

Like Lemmings, the rats wander back and

forth with resort regard for where they're going. Krusty must find ways such as blocks and pipes which, if manipulated correctly, allow the rats to walk straight to the traps where they're crushed, buried or fired to death. You manipulate their movement at a much more direct way than in Lemmings, though you're to control at all over the rats. See how you control the various machines that insure our yellow-examined Krusty but leave his rats unharmed. Look out for bouncing balls and pins to use as cameras. The levels are cleverly designed and there's enough of them to keep you going for a while.

So is it as good as Lemmings? Alas, no. Although the art of Lemmings is to get the critters to a given point on the screen, because Krusty is a killer rather than a saver-set-up the rats and safe zones to your success. This adds the games of the Lemmings enjoyed by us all.

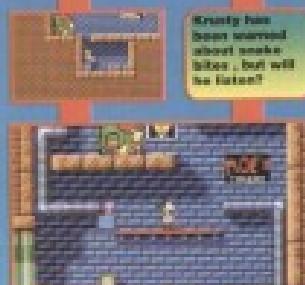
Costumes do it a whole host of ways which you must anticipate and counteract. If you haven't already bought Lemmings 2, buy it first. If you're looking for a game that's similar without being a clone, look no further.



A timer is severely limited, so don't waste it! ■



Krusty has been warned about mace, but will he listen?



## amiga FORCE Rating!

### DEVELOPERS: IN-HOUSE

■ DISK(S): 1 ■ PLAYERS: 1 ■ GENRE: PLATFORM ■ 1200 COMPATIBLE ■ HD INSTALL: NO

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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■ A colourful, cute cartoon creation, and an interesting cross between Lemmings and Thrillers.

73

# THE EYES HAVE IT!

## THE CRITICS HAVE CAST THEIR VOTE - FLASHBACK IS THE WINNER

"Flashback... outperforms Another World - it's by far the deeper game of the two."

DAVID BREWSTER  
(Games Retailer UK)

"This game has no equal in its field."

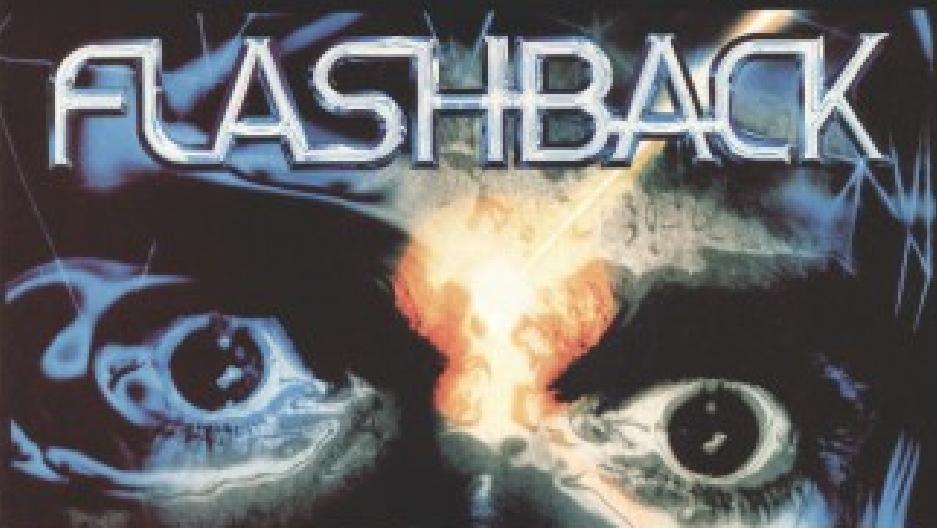
DOMINIC DIAMOND  
(GameMaster TV Series (UK))

"Just awesome!... best Mega Drive game I've ever seen or played!"

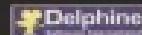
PAUL GLANCEY  
(SegaFan (UK))

"...there's over two-thirds of the year left and I can honestly state that Flashback is the game of the year!"

SIMON BYRON  
(The One Arse (UK))



available for your Sega Mega Drive,  
PC & Compatibles and Amiga



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Letters!

# AMIGA FORCE

# nine mail

Want to earn yourself a year's subscription to AMIGA FORCE? Of course you do! Then write us a letter of outstanding quality and win the much-coveted AMIGA FORCE Letter prize! Our special thanks to the readers who send in their works of art — keep sending the scatological, guys and gals.

## HARD DRIVING

**Dear AMIGA FORCE:**  
I'm a gameplayer of long standing. I owned a 104 Spectrum and since then several odd computers including the Amiga. Not until recently happened to that entry.

OK, so at 34 years old I suppose I should give up (I'm too old — Ed). Until a short time ago I was the fairly proud owner of an Amiga CD32. But then being a Sports fan and taking into account the unreliability of software I sold it. I started buying 3D Action... PC User and of course Amiga Force. After

helping our old editor this time?"

Clancy Maynard, Rawkbridge@pvtbbs

Well Clancy it seems you've got a few problems, not least being a Sports fan like the Amiga is what not says. Anyways, never fear, help is at hand, so here's your answers.

1. Depends what you want to do with it. If you really want to play console games, then it can't see itself can't be installed onto fixed disk. If you're into adventure and strategy games or want to do something serious though, it probably is.
2. Only if it's unprogrammed. Check our reviews for what is and isn't HD installable.
3. Yes, after floppy based applications.
4. Of course — a Hard drive won't interfere with floppies.

5. A rescue boot or CD drive for the Amiga 2000 is in development, so if I knew what I wanted to do,

I hope that gives you plenty of food for thought.

Happy shopping,

Chris

## FURRY FOOTBALL HATERS!

**Dear Amiga Force:**

I've read John Dyer's letter in issue Nine about his dog (Jobber) and had to tell you about my pet. I have a Lesser Mongolian Lesser Spotted Teacup Scottie who is a dad hand at Robocock as well as making pillow stories in my carpet! I call him something else when he performs the latter trick but his real name is Water Works.

Now about your mag... excellent! The only fault in it is the amount of space you take up for

football games. How many people do you think have time?

Soccer just no mention. Those who dislike football games I just can't understand how you manage to fit 30+ pages with such excitement about Standard Soccer every month! (Other than that I love your great mag, finally, keep the rot out and shoot cracks and free Action Rapley jokes.

Mark Creeling, Eases.

■ Come on now, let honest, you're making your pet up just! You'll know that for a fact (unless) our Mighty Mongolian Mongolian told me no. That was when I could beat him away from his game of

several months I

decided

to

your

mag

to

get

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What's,

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■ Console characters get their compensation from master of mutation, Mark Covington. Mark took our call to arms to heart from issue seven, absolutely transforming us with all manner of masterful creations.

Two apparently took a beating from some shameless AMIGA FORCE fans, another of Mark's creations (hey, you can only have so much space) while some character from Commando, Triplane, Sector, what the cowards off Richard Daly. Keep 'em coming!

poor lad? All I think I can beat anyone at the game I don't have resources! — Ed

If you do want to print this letter, I will tell my Amiga and buy a Megabucks (Go on, I dare you...) — Ed  
David Gilbert, Coventry

■ You're a feisty little devil, David. Print or else let. Not only that but you want us to be nice and answer endless questions. Well just to show we honour no grudges here are the answers —

1. No.
  2. Crap.
  3. Yes.
  4. No.
  5. You'll have to keep buying the mag to find that out won't you, David?
- Chris

## CRASH RE-HASH?

To all of A Force

I have been reading your great mag for several issues now and, one day, while flicking through the mag, I noticed that the AmigaForce.com compiles a large number of ex-CRASH writers. Furthermore, you are still at the same Ludicra address.

Can you confirm it for me, once and for all, are you the same set of blighty that wrote this great magazine? What lead to the closure of CRASH and your return to A-FORCE?

The mag is great, it brings back memories of the good old days of CRASH. Much Philotic, thanks.

■ A CRASH veteran, eh? Those 'good old days' were indeed a laugh back in '88, but with the demise of a Spectrum, it was inevitable that the magazine would get the same way. (Remember and all that). Many of the original CRASH staff did move over to other projects at IMPACT and, as you rightly point out, some even made their way to AMIGA FORCE. But that's not all the人才 moved out it's also through Maths, the cause of the 19.99 is upon us and, hopefully, we can match the standards that you found in the pages of CRASH.

Well that's enough rambling for this issue. Do please keep writing your letters to, I promise you are not every day you send.

Chris

## SONIC BOOM PLOT



DEAR AMIGA FORCE,

Regarding your magazine, I feel it very helpful issue and concise & it's cheap! However there are a few points I think could be improved... I was reading a book through my friends' Sigma Force Maga and I found areas which could be added in Amiga Force to make it more educational. First, the cover on Sigma Force Maga is much more sturdy than Amiga Force's cover, which feels flimsy and wears easily. Recently there is a buyers guide in Sigma Force Maga, which gives a review on the game, price, availability and the rating. This avoids having to flick through loads of issues for just reviews. How about including reviews for the CD/MC/CDs, as these are a fair few games coming out for the CD/32 and many more coming out for the MC/CD? That's all I can think about.

Craig Scott, Wfle

■ This must really be paying on your mind if it's all you can think about. Craig! To answer to your last question first, or something like that, we will review games for these machines as and when we get hold of them. Check out this issue for a CD/32 review. I'm glad you like the mag and it's always nice to get some feedback from our readers. In previous we've had notice.

■ Whooshhh! We doubt on dangerous ground, Richard Daly, aged just 11, has sent us his revolutions of power old Sonic when, and we quote, "got a bit of a shock" when he ran into Blanka last night". Having looked back in his favourite directors chair, Sonic is obviously in need of a good rats down and a nice glass of cherry juice. Or should that be first aid? Answers on a postcard please...

## WHERE ARE THEY NOW?

Dear AMIGA FORCE,

I am writing to you with a question I hope you can answer.

Whatever happened to James Picard? He was my favourite reviewer. Did he return to us and has since then stopped altogether? Do I now wonder what happened to this most excellent of humans beings?

Stephen May, Dublin

■ James is, now the Editor of that most excellent CD magazine, COMMODORE FORCE. When he gets the time, he does do the odd review for us, but he's a busy person, you see. However, he does have a lot more to do with AMIGA FORCE than most people would expect.

Chris

## QUESTIONS, QUESTIONS

Dear Force boys,

I really do hope you print this letter because I have not yet had the pleasure of conversing with Coventry in your Forces' St mail. So hopefully I will be able to make history.

Anyways lets get to the point... I have failed some episodes that I would like you to answer:

1. Will there be a classic Amiga wrestling game?
2. What is Max Job's European title?
3. Is it true that Microspectrum will be coming out on the Amiga?
4. Are there any decent racing games for the Amiga?
5. Will there be any more Commando games?

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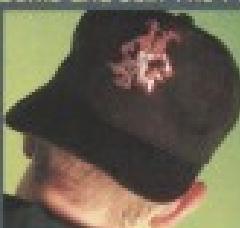


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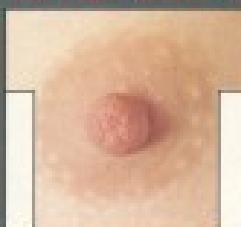


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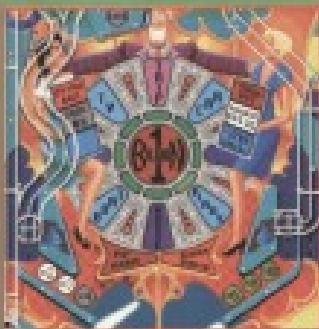
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Playing Tips!

# amiga FORCE



## Pull-out Guide

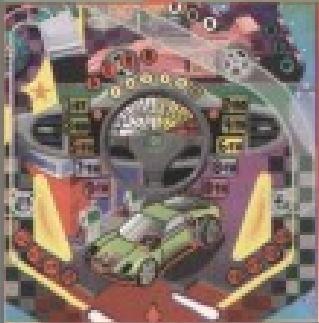


# PINBALL FANTASIES

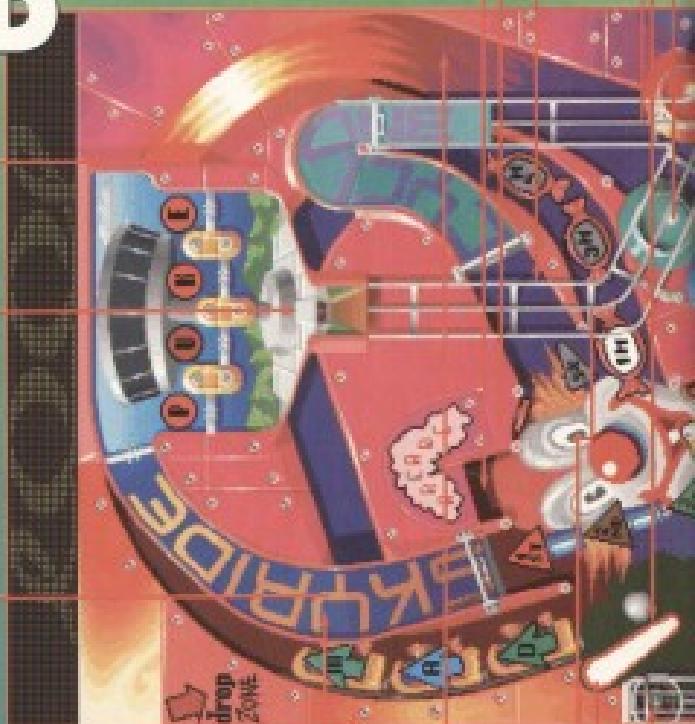
## THE CHEATS

Unfortunately these don't work on the CD32 version (there's no keyboard). Rather than entering the number of players, type in **EXTRA BALLS** — the instead of three. **DIGITAL ILLUSIONS** — stops the ball going out of play.

**RAVEN HOLLOW** — pause game  
**HIGHLANDER** — pause game  
**VACUUM CLEANER** — clears high score  
**PAIR PLAY** — pause game



# PARTY LAND



■ A hidden pathway is located in the logo behind the Skyline. Move the ball off of the very top of the logo to find it and activate the ball to the left of the Coaster.

■ Repeatedly shooting the Skyline lights the Rocket Lights for bonus multipliers and enables you to light the word "Party". Use a button to change the effects on the ball (blue dots on white ones). Completing PUNK lights up the letter "P" in the Dragon's Mouth (yellow) to get it to collect it. Discovering any Skyline loop combination within two seconds lights up the letter "F" in "PARTY" (blue or white ones); you'll usually get one if you're English.

■ Shooting the ball around the circular loop is achieved with a fairly sharp kick of the right flipper. Each loop lights a MAD meter — completing this second MAD meter in CRAYZY mode (if it takes a total of 10 loops) causes you to get extra CRAYZY points in the Arcade! To do this and activate the Mega Laugh, this you must have beaten another than Happy Hour if you get a right, receiving 5 million for each loop of passage in 20 seconds.

■ The Coaster is opened by hitting the button to the right of the entrance — compatibility with the top flipper. Your Arcade earnings are random, ranging from 100 Points to 5 million. Perhaps the most useful point is the lightning at the side lane entry hole. If you've really goofed, you can even accidentally knock it down a side lane to collect the ball held below. Tiltig at the ball reaches the bottom of the angle, so if you hit the ball and accidentally upturns back into play (of course), this is a useful technique to follow when the ball goes down the side accidentally.

■ Shooting the ball from the sky lights up the blue bonus counter, enabling you to collect the ball and move down the cage.

■ Shooting the double-wide trap (including those three spring nearly followed by the Tunnel lights) on the white "P" and gains a million points. Now only this, but as the ball comes out of the Drop Zone, you can return to knock it straight round the Tunnel again for 2 million points. Every time after this you get 5 million points — with us advice this technique can be a massive points earner. (Even if the ball rolls back out of the Tunnel again, you can tilt it across to the Flipper for another go; the bonus lasts 30 seconds.)

the Blackberry Mine, including the first ball followed by the Cyclone. You'll need to do one of the two missions, but isn't one of the two missions just as good as the other? Well, the answer is that you can't choose the Cyclone — the ball must pass through the Blackberry Mine.

■ Lighting up the PARTY letters takes a long time, but it brings up Happy Hour. The other mission is much faster for easy repeat visits during the game. — the ball needs to knock down the three balloons. If the three balloons at the right end of the board. Make sure you haven't left the pegboard from the Dragon's Mouth stage.



## GENERAL TIPS

At this time, there is a lot of randomly available big points on the board, and especially repeatedly hitting the Tunnel, even a novice should get a respectable multi-million score. However, getting much more than 50 million isn't easy. The best way to play the table is a balanced approach. You will probably need to gradually light Happy Hour and Magic Laugh around the same time — make sure to collect the tokens during those. Always go for the Cyclone/Tunnel with the top flipper after the spring shot or antikickless loop. And from the Choo Zone, always go for the Tunnel for multiball repeat bonuses.

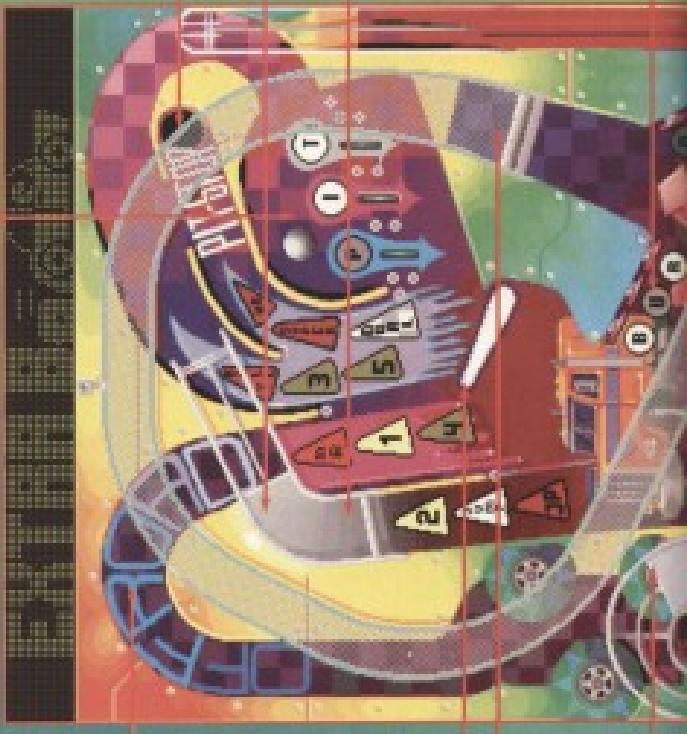
■ Hitting the Trick targets is easiest done from the left pocket. Light all three HOT letters and you will collect the meat slice from the trap under the hot targets — instead of by hitting the ball when it is on the very end of the right pocket. Catching all three brackets lights the virus A. Quickly shoot the ball round the clockwise loop to hold the bonus and double it.

## Playing TipS!

# SPEED DEVILS

■ Knock the ball up the steep ramp with a carefully aimed flick of the right flipper. This hits the G in GIGA-B and if you're already hit the two ramps in quick succession, increase your speed. For every two speed increases, the next car add-on is enabled — indicated by the numbers 1, 2, 3, and so on. When collected, enter via the Giga-Door. The auto ramp or the ramp at the left of the Pit-Stop.

■ Lighting the PIT adds another level to the race. It's collected in the Offroad passage. However, it's not really worth concentrating on this unless the ball is already taken in play a long time.



■ The easiest way to get the ball down to the bottom half of the table is by knocking it round the Offroad passage (lighting the letter G in GIGA-B). However, even this isn't 100% safe as the ball occasionally rattles the bumper and heads down the side. There's also a useful trap set for this, with yet another ball ready waiting sideways.

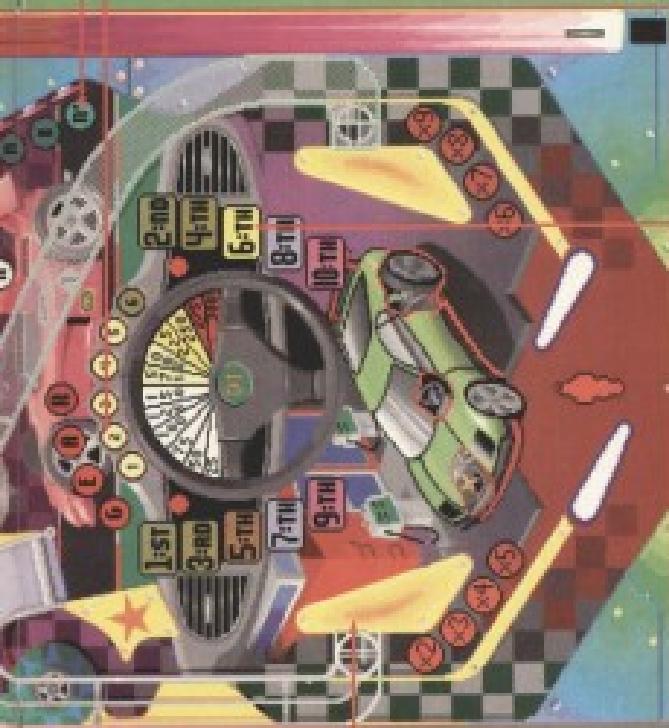
# Playing Tips!

■ Lighting the BUFF letters lights up the A in QUAKE, while the NEW letters light the R. As the G and H are easy to light up, the BUMBLE letters are your main target of use when you're trying to go through the QUAKE to enable overrunning. The BUFF letters are much easier to have the left trigger. Pressing either trigger rotates the order of 8 letters, but you don't have time to swap them until after the last tick. If it's down to 2, it's down to 1, ... just keep trying.

The HOLD buttons are crossed (it was a last flick of that left trigger). Sometimes you can't hit the top H as the ball goes up the right ramp, and it'll stop at the top and come back down — quickly flick a trigger to change the order of 8 letters, so the top H will appear that ball often hits it on the way down.

■ Two possible light sheet flashes every time you light QUAKE. If you get a lot flashing at one time it may be a bit off position, so you've admitted to "broken" them by shooting that last camp in quick succession. Get to the position and you can try for fixed — located in the Pico Stage. This requires 1 million for moving away, off during 20 seconds. It also requires the Jackpot during this time — indicated by shooting the bumper during Get this and you can collect the Super-Jackpot from the Pico stage.

As you need to visit the Pico stage twice for the above-mentioned reasons, it's worth practising getting the ball in there. The best way to achieve this is by keeping the top flipper as the ball rolls towards it from the right, then flick it the last third of the way along the bumper.



■ These ramps are instant hit from the opposite-side flipper. The left one is the Super-B, flick it up with the right flipper and you hit the rear panel to the left of the entrance — the ball then shoots between your flippers before you have a chance to react.

Hitting the two back ramps in quick succession earns you a million-point bonus. Do this after any of the person lights, and breaking (after hitting 1000) and you'll probably get the lead out. In addition, every ramp hit goes towards a bonus count — 10 — activates Offshoot bonus; all targets active 100,000 for 10 seconds; 20 — lights extra cue in the left of Pico stage; 30 — activates Jump bonus; in the Jump ramp for 10 million; 40 — Offshoot bonus; 50 — Jump bonus;

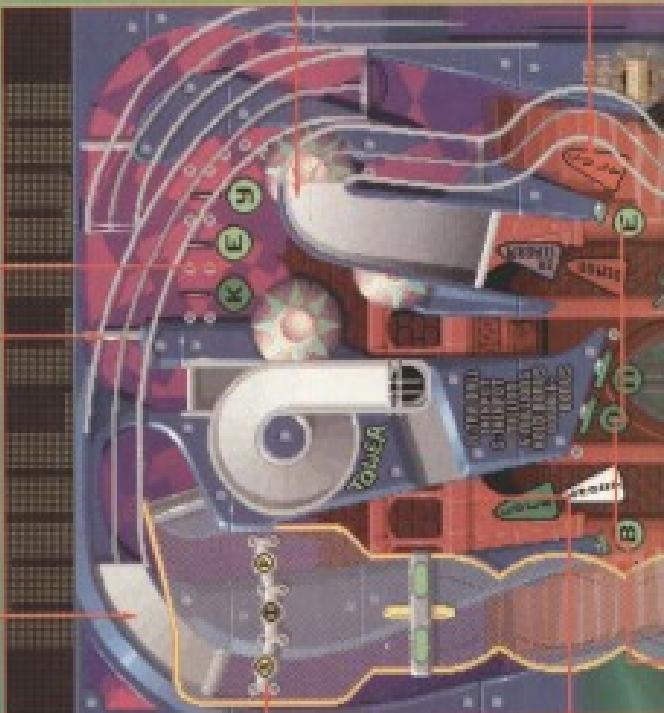
60 — Offshoot bonus; 70 — Jump bonus; 80 — ... etc.

## GENERAL TIPS

This table can be a bit daunting for beginners. Often the tendency is to concentrate on repeatedly lighting the first three to bump up the bonus multiplier. However, this is not a good strategy for achieving a really high score. No, the key to score on this table is to improve your race strategies and eventually get to the place where the bonus lag provides an. The best way to do this is to concentrate on hitting the BUFF/MAR lights to light QUAKE (the Q and H are easily lit), then continue by hitting the ramps in succession. It's also a good idea to hit 20 ramps to go for the extra ball — which stays lit even if you miss the current ball. If you need all that ball, you can get 100,000 1st position — they have a nasty habit of going down the side chutes just when you think you're doing well. It can be frustrating, but free ride has the potential for truly massive scores.

# Playing Tips!

# STONES 'N' BONES



■ Shooting the **Spineless** ramp awards one to the bonus counter for 100 if you've just shot the **Clear ramp** to provide these bonuses in the Tower:  
10 = extra ball  
20, 30, 40 = 5 million.

■ Shoot the right passage to reach the Tower. The easiest way to do this is by hitting body links with the left flipper — 100 hits and it goes into the Wall. Alternatively, shoot the **Clear ramp** then the right passage to earn 1, 2, 3, ... million.

■ Lighting the **KEY** bonus opens the Tower. At the midpoint of travel where current bonuses will be deducted, flick a flipper to change the order of 10 bonus, so the ball rolls down all until one, otherwise, you can't do this for the opening **Ball Shock**, where you must use fire to get the ball over the 50 bonus.

■ Shoot the upper ramp consecutively to score a million each time.

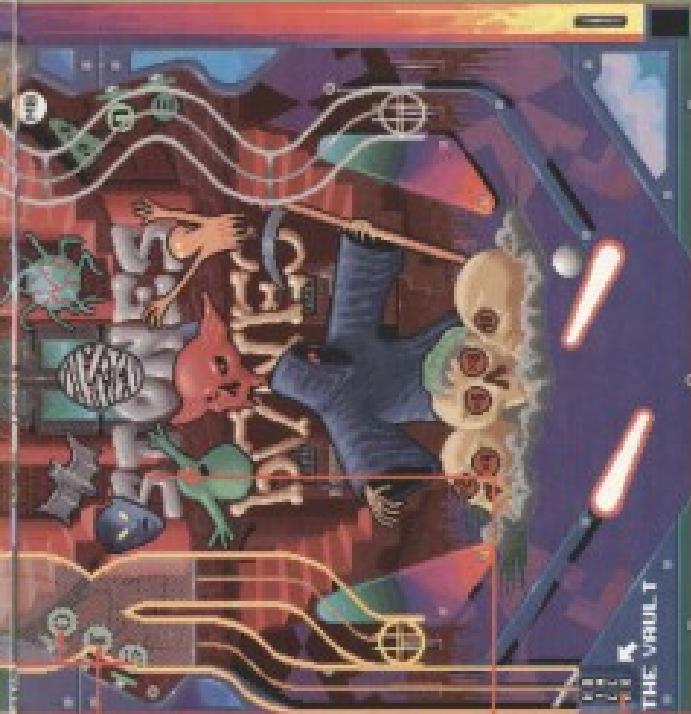
■ When you've hit **IRONIC** and **BONIC**, collect the rare glass by shooting the **Clear ramp** (the one the **Iron** uses) and to reach the **Vault**. Lighting the extra **PBP** creates a lockback in the **Vault** so the ball won't run down that side (when white in the cover part of the table). If lockback isn't activated, watch the ball carefully when it's ejected from the **Vault**. If it hits the right bumper and bounces towards the left, fire it into the right bumper to send it going down the side. In order, the glass is located in the **Vault** area.

**Ball Shock:** **Blue Devils**, **Tower Head** — shoot the **Tower** automatically opens three more for 10, 15 and 20 million.

**Green Headless Ghouls** extra ball, **Red Devil**: 10 million. **Yellow Hellfire** awards strings up the **Cloud Hunter** feature, where all targets and bumpers score a million for 30 seconds. Shoot the **House** during this for the **Jackpot**, three consecutive goals for Super-Jackpot 100 million. **Blue Octopus** awards Blue Octopus feature. By locking one ball in the **Wall** and another in the **Vault** you can score 20 million on the **Scarecrow** ramp. **Mummy Heads**: 15 million. **Grave Robbers**: The best bonus of all gives you 5 million for any trap or target and either 30 seconds. Again, you can collect the **Jackpot** and **Super-Jackpot** in the **Tower**.

## GENERAL TIPS

This is another tricky table which usually offers the opportunity for novices. The key is to concentrate on lighting STONE and REED to collect the ghosts in the Vault. Make sure you hit the REEDs as many times, too, to enable an extra ball in the Tower. Another tip is to activate the kickback in the Vault (by lighting REED) but deliberately not use it — instead, leave it as a safeguard in case the ball accidentally goes down the left-side chute. The two points are to be gained during Ghost Hunter and Boner Pepper — particularly if you manage to shoot the Jackpot in the Tower as the ball is reflected onto your left Pepper. You have a good chance of knocking it back into the Tower for more bonus points.



You'll spend most of your time trying to light up the REEDs and STONEs where to activate the real ghost in the Vault. The STONE sectors are easy enough, but the STONE ones aren't — you need to hit the ball into them from the opposite-side flipper. Another method is to Tilt when the ball hits the toe of the last big bumper.

## Playing Tips!

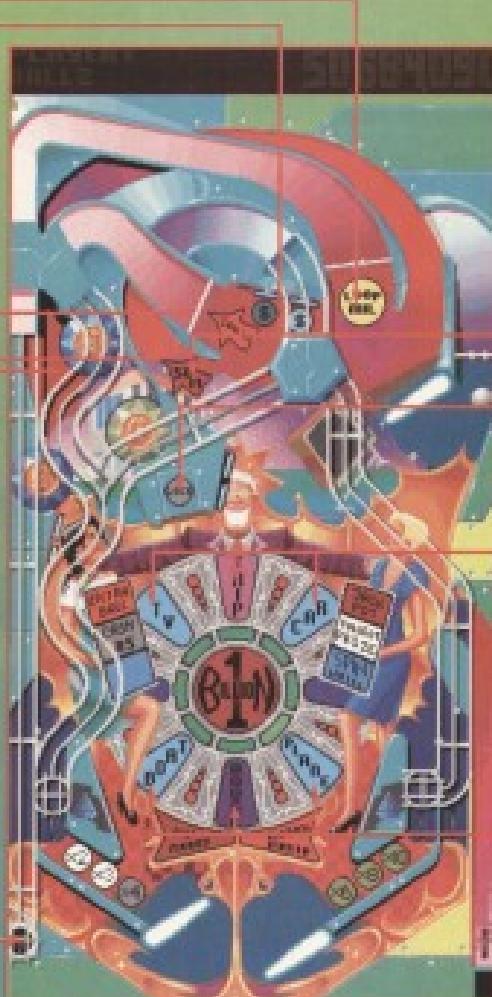
# BILLION DOLLAR GAME SHOW

■ Hit the Ball and Roll Targets activates the Small Wheel — knock the ball around the Loop to collect a random money prize. Watch the ball carefully when it's knocked from here.

■ Every time you knock the Ball ramp, the bonus counter is increased.  
■ **— Doubles Money:** Shoot at targets score 200,000 for 10 seconds.  
**12 — Lights:** Extra ball if the left passage must be collected with current ball.  
**18, 24, 30 — Money:** Money (Money).

## GENERAL TIPS

A very many balls indeed. The main problem is that losing a ball is usually disastrous, as unless you've collected a complete set of pieces, they all become uncollectable again. Consequently you have to advance quite a bit with one ball. The key to big points on this table lies with the Clockwise ramp. Prioritize shooting the latter for collecting most Super-Jackpot while on one ball, returning the Playing Millions bonuses. By repeatedly shooting it after the right ramp and the Clock it's by hitting the Loop twice after 100 invasions, the key to the really BIG points lie in the Bonus! by collecting all the pieces, but you need to have a really good aim to do this.



■ Shoving the Clockwise ramp (away from the spring) activates the Clock 10 bonus for a few seconds. Knock the ball into the Loop for at least 2.5 million points. An even bigger potential reward is to repeatedly shoot the right ramp, then the Clockwise ramp for 1, 2, 3, millions.

■ When the Bonus Wheel isn't activated, knocking the ball repeatedly toward the Loop will make left flippers return a million points a time.

The first set of three pieces must all be collected they can be collected in the left ball trap. Once you lose the ball before they're all collected, they all become uncollectable. The Right ramp, Left ramp, Top left passage, Left ramp, Top right ramp, Clockwise ramp.

After collecting the last three pieces, you can go for the second set.

**Bonus:** Right ramp, Left ramp, right passage.  
**Playset:** Right ramp, Clockwise ramp, left passage.  
**Recess:** Left passage, left ramp, right passage.

On collecting each set of pieces, the Jackpot is activated in the right ramp for 20 seconds. Make sure you get it as you then have a mere 10 seconds to collect the 50-million Super-Jackpot in the Clockwise ramp.

Collect all the pieces to enable the Ballys knock the center ball into the Loop, then shoot the next ball you're given round to the left ball trap for a billion points (no holding).

# BEAST LORD



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Budget!

F-15 STRIKE

# Budget bargains!

## ■ Hit Squad, £9.99

**A** couple of years ago, computer games launched a series of space invaders based on the early eighties console classic. If those of you memory challenged are unsure, recall the computer game Space Invaders. Now the original classic of them all, Space Invaders has been transformed into... Super Space Invaders! The beauty of Space Invaders was its sheer simplicity. Here this 16th-bit gamekeeping is still preserved, although the enemy now do more than just sit side-to-side. Some expand at will, requiring further shots to dislodge them while others multiply into more aliens when you blast them.

### A decade in the making...

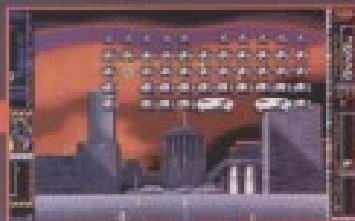
The author says: "I'm still power-ups such as super fire, laser beams and even a device to summon a beam-destroying bullet. Major invader types return, a few new ones, which need to be destroyed at exactly the right time. Watch out for the extra mutation phases like... edge the aliens shooting our lives off all over."

Some of the backgrounds are a little harsh on the eyes, but that's the game's only real fault. Super Space Invaders' gamekeeping made it a poor purchase at full price, but at a tenner it's three it's not bad!

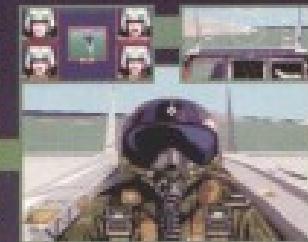
## SUPER SPACE INVADERS

Chris!

"Ah, the nostalgia. I can feel it seeping into every pore. Space Invaders... it's where it all started really. However, although I was going headed to a tip-down memory lane, I must confess to a certain feeling of trepidation. Could the old classic still shine after all these years? Happily the answer is yes. This is a superb little budget game that, while never being a definitive masterpiece, is a worthy addition to any collection. Nice graphics, easy gameplay and fairly addictive. In short, a good game to fit those dull moments when you've just got nothing better to do."



Superior graphics (not that they could be any worse!) and the same kind of gripping play make this latest Space Invader game truly super.



To familiarise yourself with the game, try just flying about practising your control and combat skills. You'll be attempting to complete a mission. It

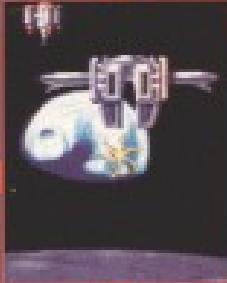
66

At a tenner a throw it can't be bad

99



Shoot the invaders at the edge of the screen until scoring three hundred.



**amiga**  
FORCE Rating!

■ A classic in its own right - dropped kicking and screaming into the Amiga!

76

# STRIKE EAGLE II

**Kixx XL**  
**£12.99**

■ It's the latest in the Kixx range of Monoprice classics, in which the familiar genre of flight simulations is given a bit of the old college treatment. It still comes with a bullet-proof instruction manual for all you flight simulator novices, but, on the plus side, it much more accessible. If like me, you hate wading through piles of gumph.

To begin the game you have to first select a difficulty level, which ranges from Rookie, that is, to those who consider themselves Top Gun (no, that doesn't include you lot as yet put your hand down — Ed). The next menu tells you to select a mission. Amongst others you can attack Quantico in Libya, sort out those old American hags up in Vietnam or get into a fly-by over Central Europe; each scenario has its own difficulties, which have to be discovered and mastered in order to complete the mission.

The game itself boasts fantastic 3D graphics,

catching daylights and conditions that soon become addictive. The final point is what really sets this one over to the game. Many flight simulators expect you to have an extra pair of hands to use all the different controls accessed through the keyboard. Not this one. Obviously there are still a few to get used to, but F-15 lets you get right down to the nitty-gritty of combat with the minimum of fuss.

## Plenty Of Practice.

Even so the old saying that practice makes perfect still rings true with this game. You will need to familiarise yourself with all aspects of the game before you can feel confident enough to succeed during the missions.

If this is true then this arcade-oriented mission offers a task of a lot easier than in other, perhaps more faithful, flight simulations. However, there's also enough depth to the game to keep even the most car-happy night owl happy.

**Clinch!**

# II



Budget!

# Ian!

The arcade approach used by Microprose on F-15 II works pretty well. There's far less to think about when playing the game, which will probably give it a wider appeal. The one fault I could pick with the game is the small number of missions, but this is only a minor complaint because there's definitely enough here to justify the price tag. A game designed for those who want that mix of fast action in their flight sims. ■

**amiga**  
**FORCE Rating:**

■ Whether it's your first outing or you're a seasoned pilot, Strike Eagle II is a winner.

**83**

# HARD DRIVIN' II

-Drive Harder

**Clinch!**  
Avoid  
this like  
the  
plague



# Ian!

■ Hard Drivin' II looks fairly good, but that's about it. The screen update is sluggish and the car's steering is iffy, yes... lots. Consequently you never feel in control of your vehicle. I was really looking forward to this one but all I feel now is let down. This is simply a complete waste of a good license. ■



**amiga**  
**FORCE Rating:**

■ A truly dreadful driving simulation.

**20**

**Hit Squad**  
**£9.99**

**H**ard Drivin' II - Drive Harder. Hmmm... how can I put this? An interesting and engrossing title I don't think, so off to the market traders across the globe in bloody grub as well. I haven't heard when that'll be released, so what the hell did the Hit Squad brother releaseing it for?

It's not worth wasting space on any kind of in-depth review. Suffice to say that this it takes ages to load the game up, when you do the playability is commendable to the point of genius and basically the graphics are nothing to get worked up about either. The game does have an action replay sequence, which is intended to teach you most of your world classes. Sadly the car actually explodes before it hits the obstacle!

Avoid this like the plague, it's an absolute piece of shit, not even worthy of a tenner.

■ NOVEMBER 1990 ■

**amiga** 149

Budget!

# Budget Bargains!

## Hit Squad £9.99

In Formula 1 racing experience becomes the best. It doesn't rely on speed, but if it's made such a budget racing game about this how did we get so many drivers?

It must be awesome about racing in such a realistic-looking track, then in a race you're driving fast. What's so awesome about driving a race that's almost incapable of taking gentle turns without crashing?

The other cars in the race look like they're floating above the track, with wheels that don't appear to be turning. On top of that you have to contend with a control scheme that's almost completely obscured by the steering wheel. This is not a pretty game.

# GRAND PRIX



Budding Miss Moneypenny should steer well clear. This driver handles like a Rottweiler Robin.

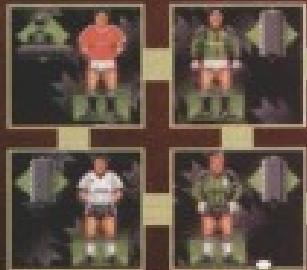
## What's So Amazing...

What's so awesome about putting your team position and lap times in a tiny box in the corner of the screen? This track-and-gauge test is almost impossible to read in the heat of the race. What's so awesome about blindfolded, headless racing, and for goodness' sake, backgrounds that scroll unprofessionally? Oh yes, the sound effects are appalling as well. Okay, so the track sounds and the race-time timer are in need of a tune, but that just isn't nearly enough.

Loud but by no means clear, the sound effects are shrill, with a sharpness that's like they're in the same mouth as Team 1's race music. F1 Challenge has a lack of awesome proportions.



# MANCHESTER UNITED EUROPE



## Buzz £9.99

**A**ction in its day, time hasn't been kind to Manchester United Europe. It's never really — with the last team having won the Premier League, in some ways, three couldn't have been a better time to give it a budget rebirth. So what happened?

First off, *Second Chance* happened. Using an up-front overhead perspective allowed the Sven-Goran Ibra to charm in lots of speed, but tiny spiffy zipping round like express trains. Secondly, *Goal* happened. Old-David Manchester allowed a choice of overhead or tight perspectives, loads of speed and more dynamics, approach than *Sven-Goran*. There just isn't any room for Manchester United Europe, even at budget price.

## Lead Of Balls...

So why doesn't it measure up? For starters the animation isn't up to current standards. Okay the sprites are bigger and the side-on viewpoint makes it looker, but at the end of the day it looks ugly. Also the graphics'll give a pain in the eyes.

The biggest fault with Manchester United Europe, however, is that it's almost impossible to score. The goals are great, sort of being in the bottom class, and the perspective makes it difficult to put together, passing

reduces, so expect a constant string of 0-0 draws.

Honestly playing decent football, now, is it?

It's  
almost  
impossible  
to score.



"I'll邦get it! Go for the most expensive ball better value seems to"



# CIRCUIT



■ Buy P17 instead. ■

**Chris!**

"Room 17 hasn't shown how it's rooms are supposed to be done, so I'm going to do my best to show what I think should have been done for the players." The graphics, the sound and the game play are all excellent, it is a bit like a racing game but has turned me against racing simulations, until now. I thought P17 would have been the last of a resurgence in this budget field. What's next? The Hi-Speed, introduced at £2000, looks even more interesting. Preferably on a second monitor. A point determined to buy Circuit Plus soon! ■

**amiga  
FORCE Rating!**

**27**

What's so awesome? Certainly not this game!

You know of glory avoiding rate, but chasing after the ball is coming on the stadium. All that number 6 can do is stand there and sleep!



**amiga  
FORCE Rating!**

**35**

A dismal start to the budget league for the reigning champs.



**Budget!**

## MIDWINTER 2 — FLAMES OF FREEDOM

■ Kixx XL £12.99

Y

ou're back as a COINPA spy from Special Agent 6. This time it's with Midwinter. That

People of Africa need your help once more and this time it's with Ogaden.

Hang on, isn't that... the people of... whatever? People... using... who... whom. Know them? No

and they're now in... the... um... whatever... place... of... revenging... the... city... is... in... 40-second... archipelago... that... is... not... controlled... by... the... old... Saharan... empire... Naturally... they... are... looking... towards... Africa... so... your... task... is... take... over... every... Saharan... occupied... island... as... possible... before... major... invasion... fleet... sets... sail...

Midwinter addicts will feel right at home here, though probably a little disappointed by the sheer size of the sequel — Flames of Freedom is gigantic in every respect. Each of the 32 energy islands is treated as a mission in its own right with over 22 minutes of transport available, including planes, helicopters and even a flying sub!

**"Midwinter addicts will feel right at home here"**

Every island has its own set of objectives to complete, such as assassinating dignitaries, blowing up buildings, retrieving secret papers or recruiting others to your cause. There's enough gamelan in an individual island to make it a fair game in itself, as well as all of them in tandem you'll complete it in a flurry!

The main objective here is strategy, although in these later installments, budget comes up trumps. You can play it's basically action game, introducing a single island with no time limit, or you can go for the advanced, team-based version, which is a pleasure to play.

It's a great game, and the rewards are in there to keep you coming back.

It's a great game, and the rewards are in there to keep you coming back.

It's a great game, and the rewards are in there to keep you coming back.

It's a great game, and the rewards are in there to keep you coming back.

It's a great game, and the rewards are in there to keep you coming back.



In the campaign game, go for the following islands: LOROS, INDOLA, CAMARAO, MARAKA, DIAWA, GHAZAL, DUJUM, SATARA II



If you like your games to be tough then Midwinter is the game for you. However, although the game is worthy of a high rating, it's worth remembering that you'll need to be a real strategy to fully appreciate it. It's got loads of variety and plenty of options, which all amounts to a healthy investment in the proceedings. Add to this a totally free download, it will take you ages to complete, and you've got a game to really sink your teeth into. ■

A stunning game, excellent value for money at such a low price. Buy, buy, buy!

**90**

Budget

# Budget bargains!

■ Don't travel at high speeds: too much in the race, take your time so you can keep an eye out for the obstacles ahead.



Chris!

It's a shame, it really is. Poor old Graham Taylor, he just can't win can he? Having been condemned by the media for his apparent lack of managerial talent (and why not?) he's now had his name used to endorse this second-rate football sim. Soccer Challenge has no redeeming features. Boring, like Taylor and his teams, and about sum it up, if you want to see how good that could have been buy Premier Manager — even at full price it makes Graham Taylor's look distinctly Third Division. ■

## GRAHAM TAYLOR'S SOCCER CHALLENGE

■ Buzz, £9.99

Graham is having a spot of bother. The England team are losing the press and scoring on half and the semi-final defeat to France has not helped him. However, whenever he does play a press conference, he always says "I'm not worried". Well, that's what we have got, the manager, Graham Taylor — 2000/2001 Graham Taylor's Soccer Challenge. Boring, no redeeming features, boring. What's more, it's priced like it's from the 1980s. When you've got the England manager, Graham Taylor, you just don't feel better than this, but it's probably you've got to pay for it, because it's a management game.

Given the price you'd expect the basics, but you get none of them. You can't even manage the team, you can't even manage the players, you can't even manage the stadium, you can't even manage the fans. It's a complete waste of money.

# THOMAS THE TANK

■ Alternative, £9.99

Many people don't realise what hard work it is being an old-fashioned steam train with a rather soppy name. It's not all shunting around beautiful countryside in search of the nearest steam station. In fact, a typical day in the life of a train involves constant looking, much humming and the odd nearly crashing incident.

Thomas the Tank Engine 2 is a cool little racing game full of the hustle and bustle that Thomas and his noisy bunch of friends enjoy. One or two players can choose

between one of a variety of steam engines, as well as a carriage and a double-decker bus. You have the choice of four tracks littered with all manner of obstacles, such as leaves scattered on the line (you'll need that one before), broken tracks, rogue trains and buildings. You

also have to contend with upgrade controlled by the race-winning Fat Controller. Hazards are avoided by steering between up to three tracks of the many intersections — where you control both the

But the roads are designed to match the railway tracks. Naturally, the first vehicle to reach the last station wins the race, in addition, of course,

“This game's a real joy to watch, as well as play”

”

## Graham Taylor SOCCER CHALLENGE



“Challenge deserves a free transfer”

”

an option, it's not as if any of the options are ever Andy's either. Deciding the team before a match, for example, is not something a player is chosen for, although this is to the other side of the screen and selecting my position. Then go back to the team list, select another player, etc. There's the option of viewing the games, but it's not much of a feature really.

Even though there are 20 others, they're Soccer Challenge's 20 others. After the initial team selection, you can't add another player. Management, however, is a different story. You can add as many as you like, but you can't remove them. There's also the option of changing the stadium.

**amiga**  
FORCE Rating

■ As management sims go, this one barely makes Third Division standard. Dirn.

22

lanL

# ENGINE 2

points your train can enter a bonus round. This entails collecting the letters that spell ICNUIS, unscrambled until you put a good distance between you and your competitor.

Although this is a game designed for the younger market it's still enjoyable for the older players. After skipping around that tracks a few times, the game proves an enjoyable budget race that's fit in on the software shelf.

Graphically it's fine with plenty of detail on backgrounds and vehicles — the game is a real joy to watch as well as play. Overall, you get the familiar Thomas the Tank Engine theme, plus a musical theme from Pink Floyd. Thomas is fun to play, but possibly lacking longevity.



## Chris!

As one of Alternative's new children's range, Thomas 2 is firmly aimed at seven to eight-year-olds. As such, the game

plays in a simplistic nature, being a matter of simply dodging hazards as your train chugs along. As many of the obstacles are impossible to spot in time, it's basically a case of memory. The track itself, however, I found it fairly enjoyable for a few races, particularly when competing against a friend. For young fans of Thomas it should provide more lasting fun. ■

## F17 CHALLENGE

Team 17, £12.99

**N**ow, there's no typing error in the title — Team 17's first budget game (as opposed to re-released full-priced) isn't called F17 Challenge after all. The last minute name change was forced on them after Electronic grabbed the official Formula 1 license, likely they spent good money on something that adds no little to the game in anyone's guess, but it won't harm this neat little number — it's one of the best into-the-screen drivers ever.

A factor isn't a racer without a bending turn of speed and this game's as fast as makes Lincoln Christie look like Vito Merrivale with back trouble. It's silky smooth and, for once, 100% convincing. In most into-the-screen racers, there's something that doesn't quite gel, be it unrealistic tyre animation, backgrounds that scroll inconsistently or, worst of all, a car that looks like it's bolted to the ground while the track's pulled under与其. Not here. Everything's exactly as it should be, with a beautifully estimated car taking turns at entirely believable angles and is very accessible.

Information panel that tells you everything you need to know of a glance.

### Sunday Drivers

In the classic Continental Circuit mould, your car moves a bit faster than your opposing vehicles, but, in contrast to your early efforts, they actually make a reverse. Home racers drive nicely,



driving to the middle of the track, while others take the racing line, and then there's the annoying player who nobbles from side to side like a drunk driver. This is a perfectly legitimate hazard of course — it's a game, not a simulation, but it certainly makes you think ahead.

Just about everything in the game can be customised, including deceleration controls (pedals or fly button), gears (manual or automatic) and choice of car. You can also opt for a practice session, a single course race or a full World Championship season, and, of course, you can change the skill level. Fastest lap times and uninterrupted games can be saved to disk for future use.

Everything you could ever need in an arcade racer is here. However, every silver lining has a cloud, and F17 Challenge has two. Experienced players might find it a little easy and when you set the excellent sound effects to the desired volume during the game you'll be deafened by the far-fetched signature tunes after the race. Not a major flaw by any means, but it is a little annoying.

Unless Roger Mansell drives his motorcycle off before this review hits the shelves, this game is the best thing to hit the racing scene for a long while and could easily sell as a full price. In other words, it's a bit of a bang.



## Budget!



GORDON LOSES

## amiga Rating! 64

### Chris!

It looks a treat, but runs out of steam in the gameplay department. Good for the young 'uns. ■

Accelerate constantly, and if you need to slow down a touch on a corner, let go of the accelerator — don't use the brakes. ■



## amiga Rating! 64

### DEVELOPERS: IN-HOUSE

- DEVELOPER: 2
- PLAYERS: 1
- GENRE: STRATEGY
- 1000 COMPAT: YES
- HD INSTALL: YES

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

One of the best  
Continental Circuit  
clones ever, worth  
racing to the shops for.

88  
83

# Going

We're big,  
we're bold  
and we're  
back! Once  
again AMIGA  
**FORCE**, the mag  
that really knows  
its PD, brings you  
the latest  
greatest and  
love-to-hatest in  
PD and freely-  
distributable  
software. Go for  
it, IAN 'RUNNING  
OUT OF  
NICKNAMES'  
OSBORNE...



## **THE BALROG AND THE CAT**

© 2001 Franklin Software International

Domagoj Balenovic, a 20-year-old Bosnian, has been a victim of ethnic violence. His parents were killed during the 1992-95 war. Domagoj had a violent attack for green-shelled sandwiches. Especially when prepared according to the ancient Habsburg recipe... when the sandwich is prepared for a week or two, and after 4 tomatoes from pretty places of brown bread, Domagoj has gone to eat over such sandwiches.

Of course, many moments such as this can only be enjoyed in peace and quiet, just before the bushes in (Baking was disturbed by a scorching ray of the sun.) Don't just stand there gaping," said the cat, smoke billowing from his baking pot, "are you going to let me do what?"

The larger cluster of Zembla's spectrum points, displayed with the estimator supplied with the spectra,

Permit by *Chronicle* reporter John Wilson, the game is advancing its legend a little regarding the map — a later Wilson's game would be much lighter. Hearing said that, though, it's far from surprising the streets, almost of ancient civilization, are unknown.

Like all of 'Brooks's' poems, 'Humour' is the only one of the class I can not but wish written otherwise.

number of times and you can't get hearing. A couple little ones, and you can't hear at all.

"I think most players would enjoy a career as a rottweiler dog for those who played The American Way and were disappointed."

STARBUCKS 15

• 美國中醫藥研究會

Mokey Island's space according the catalogue...  
at approximately ~~sixty~~<sup>sixty</sup> feet. But if this building  
space impresses others in its spaciousness it will still be  
EVERY house.

A screenshot from the game showing a character standing in a room. The character is wearing a blue and white patterned outfit. In their right hand, they hold a glowing, ethereal sword or staff. The room has wooden walls and a floor, with a small glowing orb on the floor nearby.

For all its qualities, however, Starship 1.0 doesn't quite match it. As an adventure, be it commercial or PC, best-based or point-and-click, should always have a strong opening with plenty to do and a steady feeling of progress being made. The only thing you can do in the first few locations here is wander around; this might not be annoying if you didn't keep running into aliens and getting shot down.



of the wretched Sutton  
death are the curse of  
adventure, and there's no  
respite for us.

**Stimulus** (I'm constantly reading a book, but doesn't) could have led to the initial decrease. According to the doc, like the patient is more interested in another game, so hopefully will be in total silence and this will be...  
- Dr. John, your doctor, says that

ASSIGNMENT 493

**Alberto Smith DTP (Compilation)**  
Alberto Smith, writing Resources compilation,  
www.albertosmith.com



This one sounds like a Bruce, Ascan and Waterman interpretation of the Shadrack Of The Deserthorna, but I'm notably informed its actually Alvin. The Sun Always Shines On TV

10

What do you get if you take a shot pistol mounted on a snooker table, turn it 90 degrees, add a depression of similar proportions, fill in all the pockets and drill a golf-type hole in it? Anticipated, probably - unless you're a computer programme, in

# Public!

## THE WINNING POST

### **B** MENTAL IMAGE (Shareware)

It's a fruit-machine simulator, but don't let that put you off — The Winning Post is one of the most playful and technically impressive letter-solver computer games I've ever seen.

Taking horse racing as its theme, the program isn't based on one particular fruit machine but features what there is nothing here that can't be seen in amusement arcades. The numbered reels light the title "winning-post", one letter at a time. Make it all the way to the 'T' and the special mode is activated, where you play one of a number of death-defying subgames. Needless to say, there's a high score feature, a random feature field that plays the "winning post" letters resulting next spin and the option to gamble a win. Bettings are only available through the "winning-post" feature.

Mental Image have obviously

taken a great deal of time over the game. Instead of just slotting the reels, making them look flat and definitely fruit-machine-like, they have used one of the Amiga's Cooper chips and shaded the top and base of each, giving a far more rounded appearance. They even give a little kick when they fall into place. The overall standard of presentation is excellent, with crystal-clear graphics and an intuitive interface that is a full-masher.

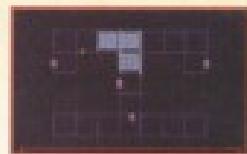
It's particularly difficult to interact with. Clicking the right mouse button gives a lot of winning combinations, something too many slot machines seem to forget, but beat at all are the hidden bonus games. For example, right-clicking on the 'MT' box on the race track gives you a game called Planter, a shameless clone of the old Sinclair arcade game. Run along the blue grid turning it white as you go, each square completed giving you points. Watch out for the energy-eating octopuses. Through track level completed games you can cash in to play with when



you return to the track machine, a great way of earning money doesn't should the initial five power-ups.

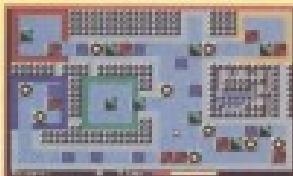
This is without a doubt the best fruit-machine sim I've played on a home computer. Obviously you still can't bet real money on the basis of this game or make away with your earnings, but this is a problem no game could solve — if you like the concept's potential, don't buy it, but if you like the odds-on-odds gamble, it's worth a live of anyone's money.

The full game costs £3 and is only available from Mental Image. A demo's been released into the Public Domain, and will soon be available from most libraries or direct from Mental Image as part of The Mental Image Vol. 1.



## OBUDBOX

Create graphics, crap sound, and gameplay... the less said about this mid-Eighties magazine type-in looks like the better, so I'll shut up about it.



ascended at any time during the game, and the interface is an absolute disaster. The only black mark on an otherwise perfect performance is the price — £10 for the full version!!! Okay it's brilliant, but at this price it should sell.

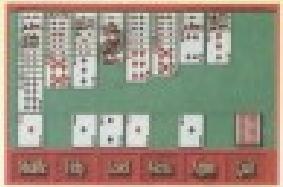
A compendium of solitaire card games is never going to sell by the thousand, and considering you can buy a pack of cards for a tenth of the cost of the game this isn't surprising. It's a mega-game, and this is an ideal way to try before you buy — and at a lower a throw, you need one.

Conclusion: There's some great stuff here, with only Obudbox (which do they get those names?) letting the rule down (letches — avoid 'em like the plague). Give it a go.

## SOLITAIRE SAMPLER

Another Tosses Software PD sampler (remember that programme from last issue? You damned well should, it was really impressive). Again it's a cut-down PD version of a Leisureware game, this time featuring five different card games to play on your Mac (or if you register it, or buy it as I mentioned).

Like its French/Italian predecessor, Solitaire Sampler is brilliantly executed, with superb presentation and graphics. The on-screen instructions are clear and concise and can be



which case you probably copied the idea of a great two-player solitaire variant.

Under control in pass, start playing with only two balls, one red or the other blue. To score you must pocket your opponent's ball by sinking it in the mid-table hole. Play then continues.

Ball's interface is extremely simple — place your



cursor where you want to sink the ball, and press the left mouse button. Release it again to feel the advancing power bar. The ball sometimes seems very accurate too, putting some commercial back-teethers to shame. All in all, this is a fine game. With a surprisingly one-player option it would be a "must buy", but it's still a worthy winner if you've a friend to play with.

# Public Domain!

**PUBLIC ADDRESSES**  
Write to the following  
addresses for details of  
PD games:

## ROBERTA SMITH DTP

192 Falloway Way,  
Mangerton Garden Suburb,  
London  
NW11 8UL.  
Disk - £10 each, + £2 P&P.

## TOWER SOFTWARE

PO Box 9,  
Chesterton,  
Newcastle Upon Tyne,  
NE3 1DW.  
Write for details.

## MAGNETIC FIELDS

PO Box 110,  
Preston,  
Lancs.  
PR2 2AB.  
Disk - £10.00 each, inc P&P.  
£5.00 for printed catalogue.

## MENTAL IMAGE

10 Mile End,  
Huddersfield,  
West Yorkshire,  
HD9 6AU.  
Linenware, C64 PD collections,  
C128, Commodore and Postal Orders  
made payable to Paul Robertson.

## ZENOBI SOFTWARE

20 Bertrand Tops,  
Celtic Park,  
Bexhill-on-Sea,  
East Sussex,  
TN4 1JZ.  
Linenware - £2.49 a disk, inc  
P&P.

## CAPTAIN BONUS IN ANOTHER WORLD

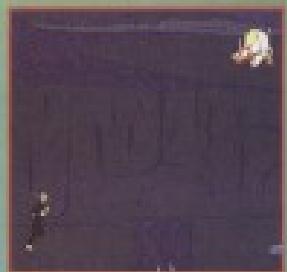
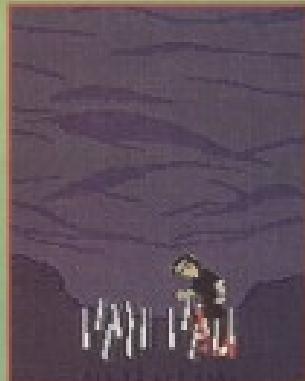
### Roberta Smith BTP (AmigaWare)

It's not difficult to see where this inspiration comes from. The Amiga's colour palette — even without the 'super' colour palette, the beautiful animation and mostly fine soundtrack just copy *Deltaplano's* classic. There is a fair amount of *Prince Of Persia* in there too. An overly simplistic puzzle, surely? You can't have an Amiga version of *Another World*?

Actually, Captain Bonus seems to have it in his defence a lot of time and effort has gone into this game, the well-designed, beautifully presented, and thoroughly unashamedly rip-off (read classic) game manages to put a new angle on the theme by introducing an unexpected action-adventure element in place. Captain Bonus is a bit like *Another World* and *Prince Of Persia* had in this part when the prince is bound up in a cage, up trees, and the main man from *Deltaplano's* ponyenary isn't even seen until he's called back to battle.

The game controls aren't easy to master. I spent it with a response for the first few plays, considering that its use of mouse means you only had to touch the joystick and you move too much — try to remember when you have to stand on the edge of a pit to jump over it. I soon discovered that you only had to hold the fire button to walk or the direction you're looking at a slightly varied, one could stop at a time. So easy that after skipping through the instruction screens, doesn't it?

*Captain Bonus* is an excellent game, and it's got a ton of the aforementioned commercial flavour, but worth a play in your collection. Although it's *Deltaplano's*, this wasn't bad at all. Overall, an all-up to you to decide how much it's going to personally reward it against a host of *another's* money.



## MICROLAND BULLETIN BOARD SYSTEM

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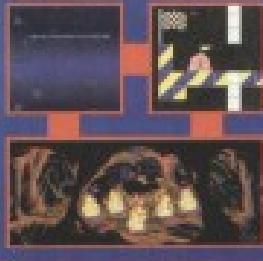
**Available every four weeks  
from your local newsagent!**

## FISH 'N' TIPS!

Another month, another mag-full of extremely tips for the latest and greatest Amiga games! Everything from Syndicate to Lemmings takes pride of place in the AMIGA FORCE tips section. How do we do it? Sometimes we even surprise ourselves...

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# SYND

## WESTERN EUROPE

### TEAM TACTICS

**Y**our mission in western Europe is an assassination. You only need to send one agent into the town for this mission, but remember to select your equipment carefully. For this mission you must travel light and you only need a shotgun and a assault rifle. An optional piece of equipment is a silencer, although this is not vital.

Welcome back once again to the Impact crime syndicate.

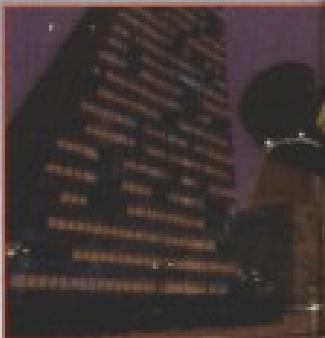
It seems you were highly successful with our last set of tips. So successful in fact that we decided to extend your tips contract and not have you terminated.

So for this mission manual we have decided to guide you through Europe, but remember this is not a time for sightseeing around the many wonders of these fair cities. You have a job to do so ship out your cyborgs and remember all civilians are expendable.

1 Your first target is walking around by this building, which is directly opposite the entrance bridge.



2 Walk around by the building and your victim will eventually approach. As soon as he does, let rip with that trusty shotgun. He must be killed before he reaches his car and escapes.



# SECRET OPERATIONS



After you have selected that poor sucker, head towards the building with the car sitting outside it.



If you are in need of a little extra firepower then why not follow the road round to the guard tower? Kill the guard and his lot is yours for the taking.



## EASTERN EUROPE

- As soon as you enter the city persuade as many people as you can. For every 10 civilians you persuade you get a chip on your side to add to your firepower.



- Now follow your instinct to that shadowy waterfront and let him have it.



- As soon as you have blown away that goddamn Head quit the mission and move on to the next (SEE, I TOLD YOU IT WAS EASY).

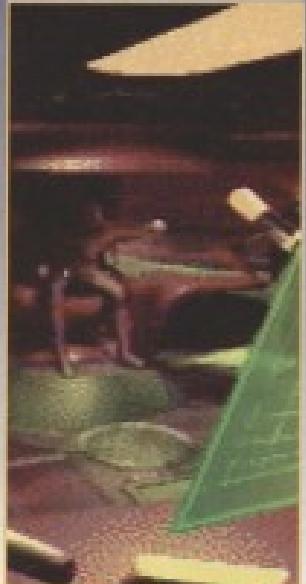


## Playing Tips!



## TEAM TACTICS

Our final mission for this month is another assassination run. This time your target is an army scientist. Don't bother trying to talk him back to our side, simply waste him with extreme prejudice. Your equipment for this mission must include a sniper and a persuader. The latter is useful as some of the enemy agents are open to suggestion about their allegiances. As for weapons and other tools, grab flamethrowers and a large amount of meat-kits. This is a quite simple mission as long as you follow our directions.



### TEAM TACTICS

**A**fter your success in the assassination of the notorious camp leader on your last mission, it has been decided that your next mission will take you to central Europe. While there you must intercept

all of the enemy agents who have taken over a city as their centre of operations. You should kit out your bestiary with as many weapons and medicines as he can carry. If you have no specific ones, suggest them if not.

worry, as the agents will keep you down themselves. There is, however, one item which can prove vital to your defense, this is the *persuader* and you must carry one into the mission with you.

**1** You must use the car to travel your way through the two sets of city gates. Make sure you get out of it immediately after the second set, or it will be fined because it is slow.



If you have managed to persuade a cop to join your traps he will open fire at any suspect, even unarmed.



 When all running agents are terminated, return to the app.



Once inside try persuading as many civilians to join you as possible, as these will act as a barrier should enemies come and attack.



When you have emptied your weapons drop them and pick up the dead enemy agent's weapon.



 Once inside select the side of the road opposite to the car to turn around and head out of the city for another successfully completed mission.

# COMPUTER CHAIR

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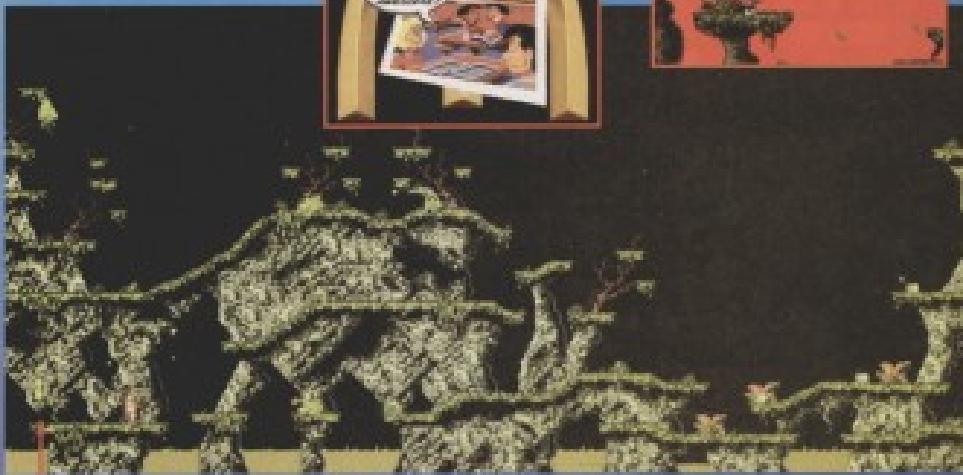
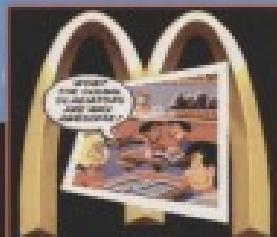
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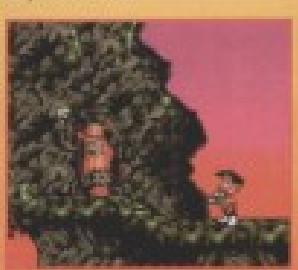
## Playing Tips!



To grab the ankles right by the start you must drop down a level to the platform below.



These slime machines are more of a pain than a danger, although a few well-placed shots soon dispatches them.



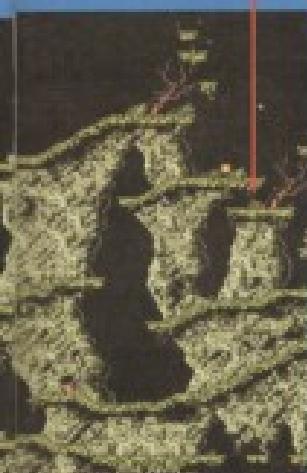
You must avoid long falls into the unknown as you stand a chance of ending up in one of the slime pits across the bottom.



Playing Tips!

# GLOBAL GLADIATORS

If that poor old energy bar is looking a bit low then why not grab the energy heart here?



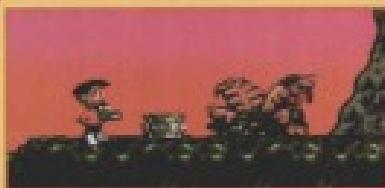
If any of those elusive arches seem unreachable then try jumping into the air to reveal invisible platforms.

For those of you out there who don't mind a bit of blatant and totally obvious advertising, then this game is definitely for you. So put down your burgers and grab your joysticks and prepare to combat Slime World 1 with the aid of our totally cholesterol free map.



Try to touch these marker arrows every time you see one as they will make it a lot easier if you lose a life.

## Playing TipS!



Jump onto any of these silver tubes and a lump of harmless slime will transport you up into the air. Usually to reach those wonderful arches, although you can use them to access higher platforms.



These platforms look nice and squishy don't they? That's because they're made of slime and will disappear from under you if you spend too long on them.

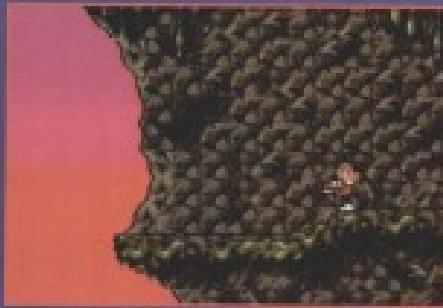


## Playing Tips!

These lower platforms are infested with all variety of slime beasts and are best avoided in favour of the much safer higher platforms. If you are on the higher platforms always look down before stepping off onto the platforms below, this avoids the possibility of landing on top of those nasty slime beasts.



Use these slime steps to reach that good old red haired, slightly psychotic hacking hero Ronald McDonald.



If you are at this point on the map and you are in trouble as you have taken a wrong turning, Use the platform above to get through to the slime steps to the finish.

# Playing Tips!

This early LucasArts casting has one of the strongest storylines of any adventure, and it's now a classic ST budget bargain! If you're stuck, here's the entire solution courtesy of Amiga Format.



**1**

The leaf has no effect on the game, but you can interact with it to practice using the interface.



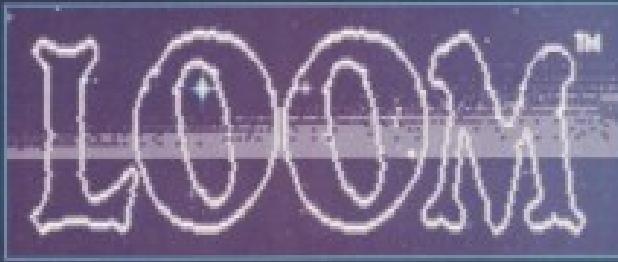
**2**

Make your way here. Walk towards the tomb...



**5**

After the animation, you'll find yourself in front of the Loon with the chest to your right and an egg to the left. Take the chest (it appears only the main window) and examine the egg. You get the CHARMED chest — as it happens you've got it anyway (it's already in your book of patterns). The egg won't actually open until you try to leave the screen. Leave the tomb and go right. Return to the diagonal crossroads and take the North/Eastern path.



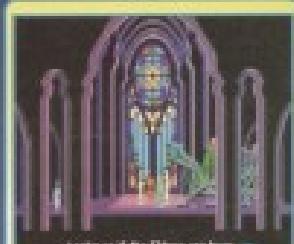
The spells in Loom are "cast" using a peculiar system based on musical notes. While the notes for each spell are consistent during a single game, if you restart they'll probably differ. Also, you can't anticipate a spell you've not yet cast, so beware when restarting saved games. If you save and before winning a spell, return to your saved position and continue without repeating the action that won the draft; you won't be able to cast it, even though you know the notes.

The nature of the game makes it difficult to offer directions in terms of compass points. We've taken North as being into the screen, South towards the base, and West & East as left & right respectively.



**3**

... like so. Enter the large tent to the left. When inside, keep going right until you see ...



**4**

... the elders in conference. Pay attention as the storyline unfolds.



**6**

Carry on left to the graveyard and disturb the owl by examining the thorns on the far left.



**7**

Read the gravestone too.

# Playing Tips!



8

Go back a screen to the trees. Examine the holes one by one — there's an oil in each. When you've checked all four, sing the NIGHT VISION draft — write it down.



11

A spinning wheel. Examine it to get the STRAW TO GOLD draft. Practice turning the straw near the wheel into gold and back again by pressing the roles backwards.

Go back to the tents, but this time walk right, looking south at them.

9



12

The end tent looks like this. Take the book off the table and examine the cauldron of green liquid — this gives the EMPTYING draft. Again, have her turn the green thingie while you sing verbs — there's a note in it for you. Examine the bottle for the EMPTYING draft.



10

Walk into the darkness until it becomes highlighted under the eyes. Sing NIGHT VISION to reveal...



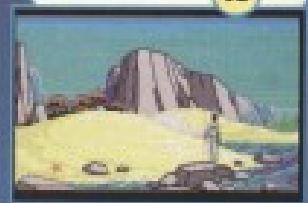
13

Go back up here and cast OPENING at the sky (remember the gravestone?). The sounds are dramatic. Go back to the crossroads (X), and south-west to the path.



15

One rotation later you reach a whirlpool. Examine it and listen hard — that's the TWISTING draft. Cast it backwards on the whirlpool.



16

Proceed left beyond the whirlpool and you land here, having gained another note. Walk into the screen to the south and go-left at the junction.



14

Look where the tree ended up! Double-click on it to enter water, then climb aboard and set sail.



17

The shepherds won't tell you past, but as they reveal themselves they give the INVISIBILITY draft note — you gain it backwards for obvious reasons. Go back to the crossroads and guide Babbie North to the green city. Enter it.



18

There's a little-glass bell next to the crystal (which is next to the mouse pointer). Examine it ... you're supposed to teleport to the bell at the front of the screen.

# Playing Tips!

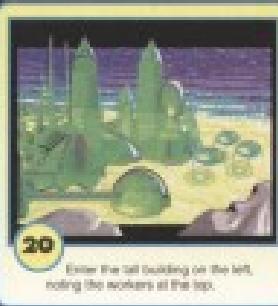
**19** Walk left to the stored room, and exit through the arched door.



**20** Unstack you can enjoy their bodies. Examine the scepter to get the SHAMPOOING draft before ringing the bell opposite.



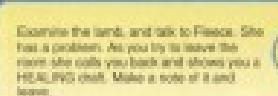
**21** Go left. Examine the sheep and as they walk over the fence they give the reversed SLEEPING draft, waking the shepherd. Make a note of it. Walk north then left to the village and enter the large building with smoke coming out of its chimney.



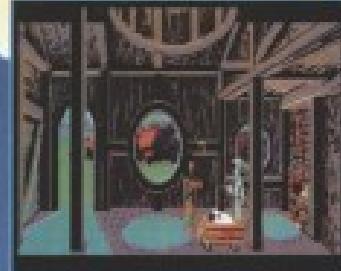
**22** Enter the tall building on the left, noting the workers at the top.



**23** You reappear on the switch screen (21) but next is the moving slope (the thing that looks like a crystal ball). Examine it and you see into the future, where you scare off the shepherds with a TERROR draft. Hose the notes.



**24** Examine the cards and talk to Freeca. She has a problem. As you try to leave the room she calls you back and shows you a DYEING draft. Make a note of it and leave.



Listen to their conversation. Walk out of the building, cast the INVISIBILITY draft on the workers, re-enter and ring the bell.



Go back using the bell teleport, and return to the shepherds. Use the TERROR draft.



**27** Go to the Rock. Point at the sheep and cast the DYEING draft. They go green and can't be seen against the grass.

## Playing Tips!

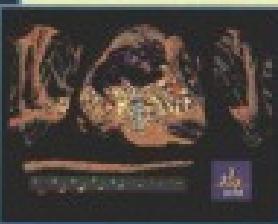


The dragon flies over and snatches you instead, taking you to PELTAGE.

**28**

Highlight the gold, then sum it into stone. The dragon isn't exactly satisfied, but you get another note.

**29**



**30**

Highlight the dragon and cast TERROR. The results are unpredictable.

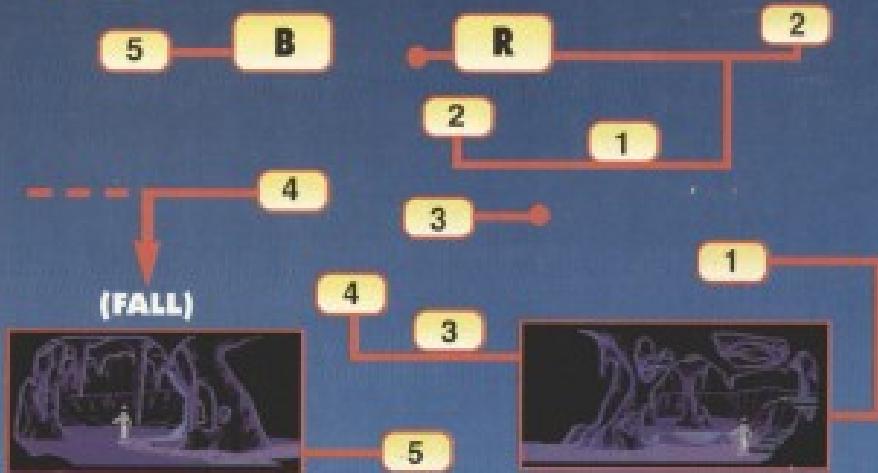


**31**

Walk down the newly-excavated tunnel into the slate. Cast INFRONT VISIBILITY when darkness is highlighted. You can only see a small portion of the maze at a time, but you should follow the pathway as shown on the map below.

### The MAZE

You must get from the red tunnel (R) to the blue one (B). Follow the path as shown, with tunnels numbered at both ends. When in the room by the pool, drink the water to get the REFLECTION draft.



# Playing Tips!



**33**

When you get out of the maze you're instantly faced with this title screen. Highlight the steps and cast TWISTER! backgrounds — impressive eh? Follow the newly-created path.



**35**

Muddle your way across this screen. There's only one way you can go until you meet a very angry Stokes.



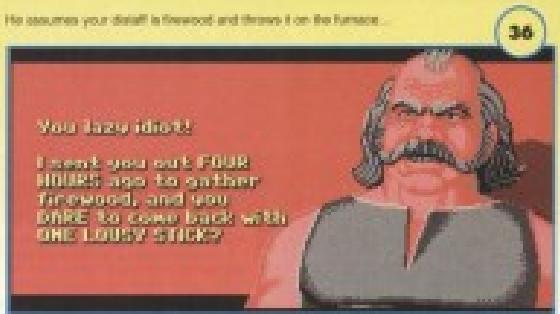
**33**

... to here. Watch the boy with a reversed SLEEP draft. He places you this way to his guild, in a devil-shaped building. You need to get in there but you'll be stopped at the gates...



**34**

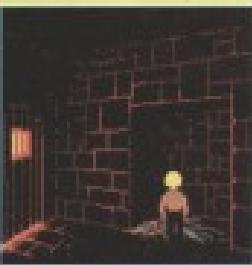
... unless you impersonate Rudy using the PERFECTION draft. Then there's no problem.



**36**

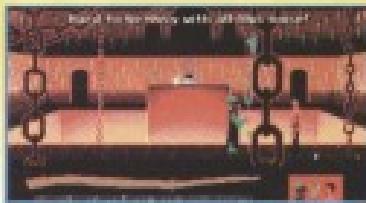
You know what?

I sent you out FIVE HOURS ago to gather firewood, and you DARE to come back with ONE LOUSY STICK?



**37**

... and locks you in there. Examine the straw and take a well-worn coat which Hatchet (now a duck, remember?) rescued your dad! By now you're in Master Cob's room due to Rudy's accident. Cast OPENING on the chest, leave the room and go down the stairs.



**38**

Listen to the conversation, and when the blacksmith stops swinging and raises the sword above his head cast a reversed SHARPENING draft on it. You're arrested and taken to the Guild of Clerks' cage-cell.



**39**

This is the punishment you fed yourself in. Cast OPENING on the cage. One animation later you're left alone with Cob but without the clasp. Examine the crystal ball. After another short animation you're on your own and Cob's dead. Examine the crystal again.

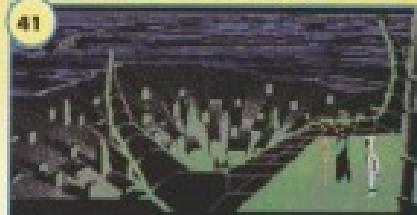
# Playing Tips!

40

Don't worry about setting down the spell you've given. It's lost without the staff, and it's actually the TRANSCENDENCE spell you're given in the book of Patterns. Walk through the nests.



41



Examine Mandala, who offers you his vision of the future. Casting DEDALOS on the graveyard, he bears a hole in the fabric and summons Chaos.



42

... who promptly rips him apart with a REMAND spell. When he's dead, step onto the balcony again, pick up your staff and re-enter the room. On returning to the balcony you're chased by the winged monster previously in the cage and...

43

... cast through the fabric into the ethereal world. Repair the hole by casting DEDALOS back onto it.



44

You must now repair all the holes, which appear in the land of the living whenever there's a graveyard. First, though, you must step through the fabric and perform a task. Here, for example, you must cast the HEALING drift on poor Plushy before flying back and sealing the hole.



45

Cast HEALING here to revive the shepherds, then return and repair the rip. (Hey, great tip, eh?)



46

Not much you can do for the glass-making — listen to the dying glazier, then take your leave and seal the hole.



# Playing Tips!

47

The story unfolds still further when you find the arena. There's not much you can do here except watch and learn. Then move on to the hole in your home next to the left of the pool.



49

Watch the SILENCE draft cast on Hatchet by Chaos. Pay attention. He goes on to turn her into a leathery sack.



*"I'm sorry we made the decision to sacrifice the innocent of this town."*

48



This area of the game is a bit more complicated. You can't. As the hole so instead make your way to the Loom in the large tent (what do you mean you've forgotten where it is?).

49

Examine the Loom — it plays the TRANSCENDENCE draft below; you're plunged into a cat-and-mouse chase between Chaos and Hatchet. The final battle has begun!



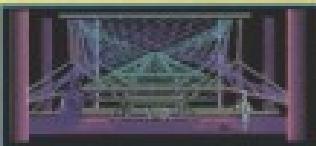
53



Hatchet is finally destroyed with a RENDERING draft, but in casting it Chaos shows you the secret of how to destroy the Loom. Repeat the spell and go back to watch the fireworks.

51

Reverse the evil spell Chaos put on her. It's played in the Loom. If you missed it, don't forget it — it's important.



54

Not the ending we expected... come on, how many of you thought the TRANSCENDENCE draft was for turning the saved back into humans? Be honest, you've completed the game already so you've nothing to lose.



53

Deep left look upwards. Walk towards the moon and into space, and cast TRANSCENDENCE on yourself, turning you into a leviathan.

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## Playing Tips!

# Lemmings Lifeline

Well here we are again, the 8th emergency service. Yes, it's your regular transmission of hints and the dictionary of The Lemmings Lifeline. Judging by the huge amount of letters we have received it would appear that lots of you are at your wits end when it comes to solving Fan Level 21 on the original Lemmings. You also seem to be putting your hair out over the 'liddle' level on the crazy ones to Oh Hell More Lemmings.

We have tested through many a late night, learning more than our fair share of midnight oil, to bring you a solution to both strategy as well as a complete set of level codes to help you out on both games.

Remember if you are stuck on any level in Lemmings, Oh Hell More Lemmings or even Lemmings 3 then write to Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY6

JW. Please remember you must include the level you are stuck on, as well as the password for that level. Sorry, but we cannot make personal replies to any of your problems.

## A BEAST OF A LEVEL

### LEMMINGS FUN LEVEL 22

If you thought that the earlier levels were strange, then you haven't seen anything yet. It's a real builder's paradise on this level, as you get a chance to don your oh-so-attractive plaid shirt and pretend to be a macho lumberjack.

## ACROSS THE GAP

### OH NO! MORE LEMMINGS CRAZY LEVEL 18

Out of all the crazy levels this must be one of the easiest. Easy of course if you've got one solution and a very fat trigger finger.

You have just enough builders to complete the level, so if you waste one you might as well quit the level as it becomes impossible to finish.

**1** Use the first Lemming as a blocker at the left of this platform to stop the rest of the team falling off.



**1**

At this point make your first Lemming into a blocker to stop your pals falling off the left hand ledge.



**2**

You must make your second little pal into a blocker so that he can begin building a path through the trees for his buddies to follow.



**2**

When you reach this point begin building to the right to make a small bridge up to the grey blocks



**3**

When your builder reaches the grey block make him dig through to the opening behind.



# Playing Tips!

3

Continue to brush your way through all of the trees to the right until you reach the large block.

6

When you reach this point build another bridge to the right to take you on to the top of the green block.

4

At this point turn your bather into a bather and make him build a bridge up to the wall.

7

To make the final trip through to the exit you must use another bather to smash through the wall.

5

When your builder reaches the wall make him build in the other direction until he reaches the tree.

4

Allow one Lemming to pass through the passageway then put a blocker behind to stop the others following.

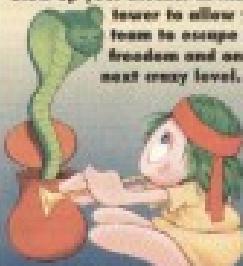
6

Dig through to the right to open the final route to the exit of this level.

5

Use the Lemming in the hole to dig through the wall to the right, as soon as he reaches the edge turn him into a digger to pass into the next area.

Blow up your blocker in the gray tower to allow your team to escape to freedom and on to the next crazy level.



## LEMMINGS CODES

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

## ON TO THE NEXT LEMMINGS LEVELS

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10

Back issues!

# amiga FORCE

## BACK ISSUES!



■ ISSUE ONE: Driving  
instructions, Gobblin' guide and  
maps, incomplete Nitro  
solution, ED maps, CD in the  
box maps, Gobblin' tips and  
more!

■ ISSUE TWO:  
Free AMIGA  
FORCE stickers!  
Full-colour maps  
for Zool and  
Prince Of The  
Yellow, Shadow  
Of The Beast II  
playing guide and  
Kixx round-up!

■ ISSUE THREE:  
Free Battlecard  
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for Starflighter  
II, Gobblin' 2 and  
Roma AD. The  
Top 20 shoot-'em-  
ups and more!



■ ISSUE FOUR:  
Every Day game  
reviews, Sensible Soccer  
challenge,  
Sleepnado tips,  
Gobblin' 2 guide  
and Action  
Replay poker  
guide!



■ ISSUE  
SEVEN:  
Morph and  
Flashback!  
Commodore  
maps and  
tips for  
Chaco  
Begin, Sink  
or Swim,  
Lemmings 2  
and Body  
Blows!  
Puzzle  
games  
roundup.

■ ISSUE SIX: Free disk labels!  
Special ECTS report, Sensible World  
Cup and the A1200 guide, Superstring  
maps, tips for Desert Strike and  
Arabian Nights.

■ ISSUE FIVE: Free Battlecard  
Maps and tips for Chaos Engine,  
Zool, Lemmings 2, Rich Gargoyles 2  
and Sleepnado! Arcade advice.  
Terry roundup.



■ ISSUE EIGHT:  
Amiga CD32  
revealed! Tips and  
maps guides for  
Morph, Body Blows,  
Flashback, Sink or  
Swim and Lemmings 2!



■ ISSUE NINE: Our  
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# TIPS BITS

## Playing Tips!

Welcome, Tipsters and tips seekers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll extend it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1SW.

### SHADOW OF THE BEAST 3

**Q** I am writing to show Robert Casco how to pass the puzzle of the fan.

P.S.

Fan 1 into Pond C

Fan 3 into Pond A

Fan 2 into Pond C

Fan 5 into Pond B

The remaining fan won't turn you to another location.  
Matthew Morant,  
Edmonton, Alberta

**Q** Cheers for trawling up those tips, Nathan.

### HOOK

**Q** I bought my Amiga game for the Amiga 100 last Christmas. I played my game off and on but I could not get the plates uniform like the hat, jacket and pants. Please tell you tell me how to get them.

Adam Beatty, Littledowns, Devonshire.

**Q** No problem, Adam. To get the hat... Get behind Prince Square and get the pole and anchor. Collect a rope from the right side of Dead Man's Pier. Use it to these together to make a grappling hook. Walk the bar And Tackle and go up the stairs and onto the balcony, picking up an empty mug on the way. Once you do, it sets a pirate walking backwards and forwards across the square. Look for the grappling hook on the top of the castle. This will need some practice, but eventually you'll succeed. Swings across me.

# CUT OUT CHEAT!



Version of version 1 & 2

DUNGEONS OF  
AVALON 1 & 2



POWERDRIFT

POWERDRIFT



Version of version 1 & 2

DUNGEONS OF  
AVALON 1 & 2



POPULOUS

POPULOUS



STILL SEARCHING  
THROUGH OLD  
MAGS FOR THOSE  
CHEATS YOU  
NEED NOW? —  
CUT IT OUT! COZ  
THAT'S JUST  
WHAT YOU CAN  
DO WITH THESE  
HANDY CHEAT  
CARDS! SO GET  
SNIPPING!

driller

DRILLER



V-18 Interceptor

V-18  
INTERCEPTOR



PLAYER manager

PLAYER  
MANAGER



V-18 Interceptor

V/A-18  
INTERCEPTOR



fuzzball

FUZZBALL





■ Thanks for the playing guide. Best, it's just the sort of thing we like to take. Has anyone else got a playing guide for these favourite games? Send 'em in!

## MYTH

**Q** Is Myth really my complete guide to Myth which should come in useful for the more logical puzzles in the game?

## Hades

At first, stay at the top of the screen, killing the skeletons and demons with bows until the sword and the blue fireballs are retrieved. Then cut down the skeleton hanging from the top of the screen and drop down after him. Cut off the skeleton's head so it falls into the nearby pit of fire. Arm your fireballs to hit the demon which flies out. Now pick up his sword and go to the top of the screen, running right until you meet a large green monster. Kill it with the sword and run right until you reach the end of the level.

## Skyres

Quickly arm your sword, but jump over the swords — it's easier. As soon as you hear the hydra saying 'come closer', stop and slowly tap the joystick to the right, but stop as soon as the says 'stop'. Repeat this procedure until she says 'kiss', upon which she disappears and leaves you an extra energy boost. Keep running up to the large statue of Achilles and then repeatedly hit his left hand with your sword while avoiding the soldiers. When his statue collapses, pick up the shield and arm it, leaving the soldiers to attack instead of attacking you. When the soldier with the shield

sabotages, destroy the three-headed Hydra with Medusa's head, taking care to knock the fire.

**Stay shocked here. Between every shot, stand up and shoot the heads.**



## Temple Of Athens

Aim your shield and carefully confront Medusa. Hold the pattern of her shield and break them with your shield. When you turn her head away, cut it off with your sword and pick it up. Aim the head and keep running and jumping onto the visible platforms — on the last one, jump as far as possible and you should land

Then go and stand at the end of this platform and kill the bottom Hydra head with Medusa's head. If this is done correctly you should not lose energy.

## Maelstrom

Cross the sea from the first sector and then run along the boat,

# Playing Tips!

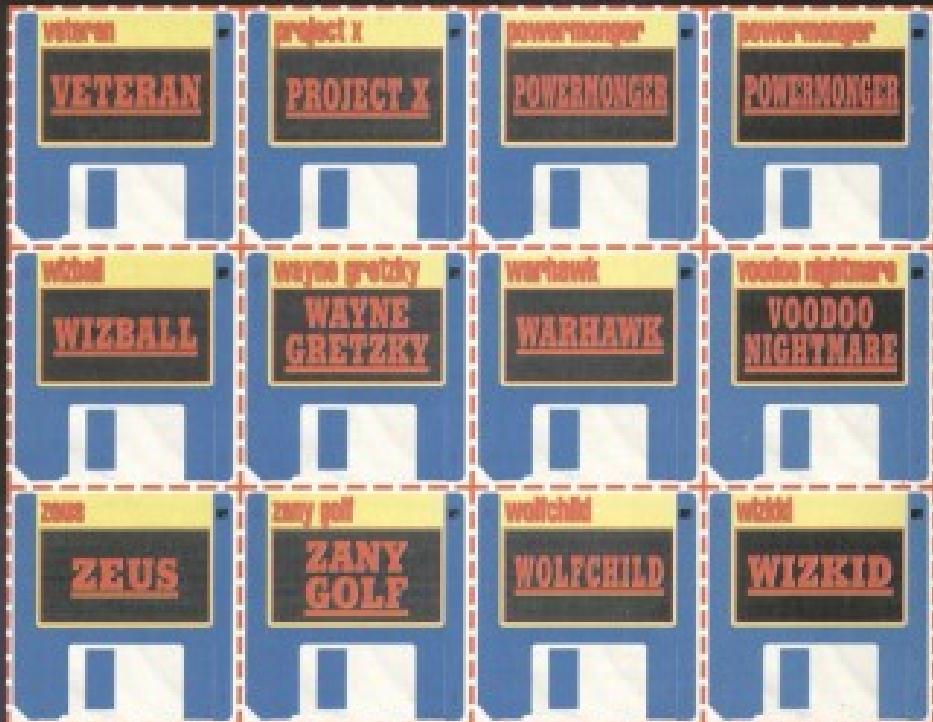
Anticipating people until they cross (opposite to the far right of the board) is best. Hit the cross when it comes near the ground with an overhead snap and then pick up the small coin it leaves behind. Do not move about here or you will be struck by lightning.

## Forests Of Midhegg

Take as many daggers as possible, having been to all the hot boxes. Pick up the flaming stick and use it to kill the dragon. If you do not do this, then it disappears, leaving you the second. Due to the dragon's armless skill, the dagger has no effect until you make an open wound in its chest with your sword. Watch as soon as it has impaled its breath and you shouldn't lose energy.

## Asgard

Asgard: obtain many daggers from the small cameras and then your daggers hit the eye of the skull on



# Playing Tips!

the wall until it stops firing. Then hit the man who comes out of the door, with daggers. Repeat this procedure one more time with the other man on the wall above and then take off to meet Colin himself.

Collect more daggers from the red servants and use them to those at the pure with the heaviest. Get into positions on the various platforms where you can kill men with daggers but he can't get you. When you've defeated him, place on the top platform and throw daggers into Colin's head. Watch out for his stock.

## Valley Of The Kings

Aim your sword and kill the first snake, the others are light-yellow coloured snakes. In this map, Do for the second boss in order and stand over it. Now you may pull the traps and collect fallen items. However, don't use this yet as it loses your energy. Go back outside and go into the final door in order. Keep going right.

averting the traps until you reach the second room. Again, keep moving right — it is trap after trap. Turn off the pressure pull and run traps onto it again.

## Chambers Of Anubis

Kill the Hot-Kalabas snakes with your sword and collect the lantern. Climb the first platforms and kill the man wearing the headphones. Then take the headphones and break open the pot containing the vase. Collect the other three vases at the bottom of the screen. Don't forget killing the summons but just surpass them as they are so slow.

If you're low on energy, activate your anchor and walk over the smaller one on the east in front of Anubis to recharge energy.

This level requires you to activate the anchor and deactivate the stopwatch anchor in front of Anubis again, but you must do it in the exact middle of the anchor on the wall. While there, avert your eyes from the previous level but don't activate it while you're

doing. After Anubis has fired a shot, stand to go and avert the eye. Then fire a shot if you're in the right position, as this button should go across to Anubis and you'll be able to obtain victory. Jump up onto the higher platforms and go onto the next level.

## Tomb Of The Pharaoh

Place the vases in the corresponding holes in the structure. Trial and error may be required if you get it wrong. When all the flames are out, kill the Head and go onto the next level.

## Realm Of Chaos

It's time to be a soldier once through time and space. It might be easier to not select the speed or the fastest because taking your hand off the joystick for a second could be fatal. However, select the three-way fire as it's invaluable for the guardian.

## The Final Confrontation

This is where your three-way shots are useful. Kill the heads on the

guardian and then finish him off. **Dan Gray, Skidley, N. Huddersfield**

What a great guide — thanks for that, Dan. And well reward for being *Tipster Of The Month* in October's *Amiga Force*. It's a year's subscription to *AMIGA FORCE*.

## TIPS WINNERS

**Tipster Of The Month** is Dan Gray from Skidley in North Huddersfield, for his magnificient *Myth* guide. Send in a guide to your favourite game and you could win too! The lucky lottery winner, picked out of the full list of tipsters, is Ryan Humphreys from Wakefield. Both receive a year's free subscription to *AMIGA FORCE*. Next time it could be you!

## powermonger

(COMPUTER, 3D)

A fine heist and official bending missions and cutaways is easy, though you might think. Make a Capital impression before striking on the obvious bases and always click on the 'Info' button to see what's available. Click on a power cell when it's highlighted on the base in question. This will open up the power connection, and the cheat might only work once on each location. Something very strange happens if you kill all the men.

## powermonger

(COMPUTER, 3D)

More hints and effects. Instead of a shotgun, take away into your song, and use the shotgun to blow up the power cell. It's a bit of a pain, but it's effective. The shotgun needs to be loaded and holds very charged rounds. In this version, take a little Capital to the heart of the map. Leave from the last base you reached. If you start from the first base, you'll have to go through a few obstacles. It doesn't last long, though, as the new a tankless to kill his Bloody Master and it.

## voodoo nightmare

(PC)

You've probably noticed all of the zombies go to sleep at night. When you pause the game, the day/night timer will run. It's possible to play during the safe night periods only, pausing the game during the dangerous daylight hours.

## warhawk

(INTERACTIVE)

After loading the game, press F3. When you start a blue blob appears on the screen. Pick it up for infinite power.

## wizkid

(CD-ROM)

Complete a house and buy as many slaves as you need to build up to 8 life. Make sure you have 1000 millions left. Now go to body mode and melt back the red health bars and melt another plus. It gives you an extra 600 millions. Keep doing this until you have enough money to buy what you want.

## wolfchild

(CD-ROM)

Type ITS NOT ALL WALKING during play to activate a Rick Dangerous-style level skip facility. You can then access any level.

## project X

(CD-ROM)

To access the secret stage, go to the end of the first level you completed by defeating the two enemies in the room. Once it's done, go to the next level and look for the hole between the books — not easy. Then when you access the bonus stage — about the Mathematics lesson for a big bonus round. Once you've got the book, go to the secret stage and you'll find the secret level. You can now skip the secret level and go straight to the final level. Press the 7 key to remove the goalie — pull him a second time to open the secret level.

## wayne gretzky

### ice hockey

(INTERACTIVE, 3D)

While you're playing the game and speeding towards goal with the puck in your possession, press the 7 key to remove the goalie.

## veteran

(CD-ROM)

**Press the HELP key during play to advance the mission to the next stage.**

## wibball

(CD-ROM)

During play, pause the game with the Game key, type ALIASCODE and then unpause. Holding down the C key prevents the ball from being hit. The ball will rapidly travel white and you are free to pick up objectives, leading you to the bonus round. If after pausing you press R, the bonus code opens doors and you complete the entire level. There's no easy way to do this, though, as you'll need to hold down the C key for quite some time. One of these objectives has to be used with R, and the cheat has to be re-entered when you play.

## zero

(PC)

LEVEL MODES

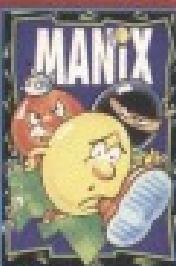
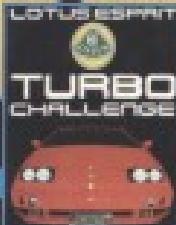
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# JOIN THE A-TEAM EVERY MONTH!

**H**ey! Do you want the good news or the even better news first? The good news is that from issue 6 (on sale 23 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! So move that tearing frustration, waiting for the latest, hottest tips. Now, it'll be hitting the streets **EVERY** 4 weeks! The even better news is you can get AMIGA FORCE on a low-cost, no-tear-tearing subscription. Not only do you receive 12 issues of the magazine for serious Amiga gameplayers, you also get THREE great Gremlin games (one original issue, £24.99) for just FOUR pounds-a-month! It's brilliant isn't it?

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■ Even more playable than its two classic sequels, this is the two-player driving game. The referencing 3-D action is superb; the competition furious, as you zoom and bang past the computer cars and into each other on obstacle-strewn tracks.



## THREEBIES!

### SWITCHBLADE

■ A cracking arcade adventure with the now-punching-and-kicking bocce ball gator as he searches for the fragments of a mythical sword. The innovation of throwing unoccupied swords as units removes the risk of backtracking in the extensive underground levels.

### MANIX

■ A sequel up-variation of the classic Q-Bert coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick reflexes and visual memory.

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## IN NEXT MONTH'S AMIGA FORCE...

## UNIVERSAL MILITARY SIMULATOR

Great news for gamers — after this month's disastrous Napoleonic, save your features are the most performed battlefield settings of all time. Eric Sander's masterpiece returns in a update-packed compilation.



## RISE OF THE ROBOTS

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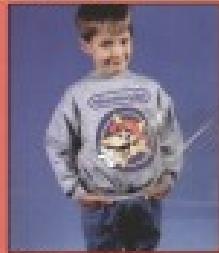


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